

## TOWNSFOLK



### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

## OUTSIDER



### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



### Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Pit-Hag

Each night\*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

## DEMON



### Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

The Sacrament — by Đċ?¢

## FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Courtier**
- 6  **Snake Charmer**
- 7  **Cerenovus**
- 8  **Balloonist**
- 9  **Cult Leader**
- 10  **Chambermaid**
- 11  **Leviathan**
- 12  **Dawn**

## FABLED, JINXES & LORIC

-  **Pit-Hag & Goon**  
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.
-  **Leviathan & Pit-Hag**  
The Leviathan cannot enter play after day 5.
-  **Heretic & Pit-Hag**  
Only 1 jinxed character can be in play.
-  **Pit-Hag & Cult Leader**  
If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.

### FABLED

-  **Djinn**  
Use the Djinn's special rule. All players know what it is.

## OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Courtier**
- 4  **Snake Charmer**
- 5  **Cerenovus**
- 6  **Pit-Hag**
- 7  **Balloonist**
- 8  **Cult Leader**
- 9  **Chambermaid**
- 10  **Leviathan**
- 11  **Dawn**

## PLAYER COUNT

| PLAYERS   | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15+ |
|-----------|---|---|---|---|---|----|----|----|----|----|-----|
| TOWNSFOLK | 3 | 3 | 5 | 5 | 5 | 7  | 7  | 7  | 9  | 9  | 9   |
| OUTSIDERS | 0 | 1 | 0 | 1 | 2 | 0  | 1  | 2  | 0  | 1  | 2   |
| MINIONS   | 1 | 1 | 1 | 1 | 1 | 2  | 2  | 2  | 3  | 3  | 3   |
| DEMONS    | 1 | 1 | 1 | 1 | 1 | 1  | 1  | 1  | 1  | 1  | 1   |

# First Night

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                  |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                          |
| 2  |    | <b>Minion Info</b><br>  If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.                                                                                                                                   |
| 3  |    | <b>Demon Info</b><br>  If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.                                                                                                                        |
| 4  |    | <b>Philosopher</b><br>  The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 5  |    | <b>Courtier</b><br>  The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.                                                                                                                                |
| 6  |    | <b>Snake Charmer</b><br>  The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.                                                                      |
| 7  |    | <b>Cerenovus</b><br>  The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.                      |
| 8  |    | <b>Balloonist</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.                                                                                                                                                                  |
| 9  |    | <b>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.                                                                                                                                                                                    |
| 10 |   | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                                                                                               |
| 11 |  | <b>Leviathan</b><br>  Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'                                                                                                                                                                                                                    |
| 12 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 3  |    | <b>Courtier</b><br>  Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.                                                            |
| 4  |    | <b>Snake Charmer</b><br>  The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.                                                                                                                     |
| 5  |    | <b>Cerenovus</b><br>  The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.                                                                     |
| 6  |    | <b>Pit-Hag</b><br>  The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.                                                                                                                            |
| 7  |    | <b>Balloonist</b><br>  Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.                                                                                                                       |
| 8  |   | <b>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.                                                                                                                                                                                                                                   |
| 9  |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                                                                                                                                              |
| 10 |  | <b>Leviathan</b><br>  Change the Leviathan Day reminder for the next day.                                                                                                                                                                                                                                                                                                       |
| 11 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |