I've always been there v1.1.0 *by Bani*

Djinn

TOWNSFOLK



Flowergirl
Each night*, you learn if a Demon voted today.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

OUTSIDER



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

DEMON



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. King
7. Sailor
8. Lil' Monsta
9. Lleech
10. Poisoner
11. Devil's Advocate
12. Mezepheles
13. Huntsman
14. Damsel
15. Balloonist
16. Bounty Hunter
17. Dawn

FABLED, JINXES & LORIC

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Monk
6. Devil's Advocate
7. Mezepheles
8. Scarlet Woman
9. Lunatic
10. Exorcist
11. Lycanthrope
12. Legion
13. Imp
14. Lleech
15. Lil' Monsta
16. Sage
17. Choirboy
18. Huntsman
19. Damsel
20. Flowergirl
21. Balloonist
22. King
23. Bounty Hunter
24. 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 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
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 D **Demon Info**
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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

10  **Poisoner**
The Poisoner points to a player. That player is poisoned.

11  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

12  **Mezepheles**
Show the Mezepheles their secret word.

13  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

14  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

15  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

16  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

17 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

8 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

9 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

10 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

11 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

12 **Legion**
Choose a player, that player dies.

13 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

14 **Lleech**
The Lleech points to a player. That player dies.

15 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

16 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

17 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

18 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

19 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

20 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

21 **Balloonist**
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.

22 **King**
If there are more dead than living, show the King a character token of a living player.

23 **Bounty Hunter**
If the known evil player has died, point to another evil player.

24 D **Dawn**

Wait for a few seconds. End the Night Phase.