

## TOWNSFOLK



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Investigator

You start knowing that 1 of 2 players is a particular Minion.



### Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



### Sailor

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



### Undertaker

Each night\*, you learn which character died by execution today.



### Town Crier

Each night\*, you learn if a Minion nominated today.



### Monk

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



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



### Tea Lady

If both your alive neighbours are good, they can't die.



### Pacifist

Executed good players might not die.



### Fool

The first time you die, you don't.

## OUTSIDER



### Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



### Goon

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



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



### Recluse

You might register as evil & as a Minion or Demon, even if dead.

## MINION



### 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.



### Baron

There are extra Outsiders in play. [+2 Outsiders]



### Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



### Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### Lleeach

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



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

# Quick Reference

*I ain't afraid of no execution — by AdmiralGT*

## FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **S** Sailor
- 5  **L** Lleech
- 6  **P** Poisoner
- 7  **D** Devil's Advocate
- 8  **P** Pixie
- 9  **I** Investigator
- 10  **G** Grandmother
- 11  **S** Seamstress
- 12  **D** Dawn

## FABLED, JINXES & LORIC



### Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.



### Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

### FABLED



### Djinn

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

## OTHER NIGHTS

- 1  **D** Dusk
- 2  **S** Sailor
- 3  **P** Poisoner
- 4  **M** Monk
- 5  **D** Devil's Advocate
- 6  **F** Fang Gu
- 7  **V** Vigormortis
- 8  **L** Lleech
- 9  **G** Grandmother
- 10  **U** Undertaker
- 11  **T** Town Crier
- 12  **S** Seamstress
- 13  **D** 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>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                               |
| 5  |    | <b>Lleech</b><br>  The Lleech points to a player. Place the Poisoned reminder token.                                                                                                                      |
| 6  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                            |
| 7  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                     |
| 8  |    | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                     |
| 9  |    | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                              |
| 10 |   | <b>Grandmother</b><br>  Show the marked character token. Point to the marked player.                                                                                                                      |
| 11 |  | <b>Seamstress</b><br>  The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.   |
| 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>Sailor</b><br>  The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                     |
| 3  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 4  |    | <b>Monk</b><br>  The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.                                                                                                                                                                                                                              |
| 5  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.                                                                                                                                                                                                                        |
| 6  |    | <b>Fang Gu</b><br>  The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign. |
| 7  |    | <b>Vigormortis</b><br>  The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.                                                                                                                                                                                                           |
| 8  |    | <b>Leech</b><br>  The Leech points to a player. That player dies.                                                                                                                                                                                                                                                                                                               |
| 9  |    | <b>Grandmother</b><br>  If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.                                                                                                                                                                                                                                                                  |
| 10 |   | <b>Undertaker</b><br>  If a player was executed today: Show that player's character token.                                                                                                                                                                                                                                                                                      |
| 11 |  | <b>Town Crier</b><br>  Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).                                                                                                                                                                                                          |
| 12 |  | <b>Seamstress</b><br>  If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.                                                                                                                       |
| 13 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |