

TOWNSFOLK



Pixie

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Cannibal

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

OUTSIDER



Politician

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



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.

MINION



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

Strangers — by Termateddy

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Preacher
- 5  Widow
- 6  Pixie
- 7  Nightwatchman
- 8  General
- 9  Leviathan
- 10  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Nightwatchman
- 4  General
- 5  Leviathan
- 6  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

Strangers — by Termatedddy

1		Dusk Start the Night Phase.
2		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		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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
5		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
6		Pixie Show the Pixie 1 in-play Townsfolk character token.
7		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
8		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
9		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Strangers — by *Termateddy*

- 1  **Dusk**
| Start the Night Phase.

- 2  **Preacher**
| The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

- 3  **Nightwatchman**
| The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

- 4  **General**
| Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

- 5  **Leviathan**
| Change the Leviathan Day reminder for the next day.

- 6  **Dawn**
| Wait for a few seconds. End the Night Phase.