

TOWNSFOLK



Steward

You start knowing 1 good player.



Chef

You start knowing how many pairs of evil players there are.



Pixie

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



Balloonist

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



Chambermaid

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

OUTSIDER



Lunatic

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



Recluse

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

MINION



Poisoner

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



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lunatic
- 5  Marionette
- 6  Poisoner
- 7  Pixie
- 8  Chef
- 9  Balloonist
- 10  Chambermaid
- 11  Dawn

FABLED, JINXES & LORIC

 **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Lunatic
- 4  Juggler
- 5  Balloonist
- 6  Chambermaid
- 7  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		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		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.
5		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		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.
10		Chambermaid 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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **Poisoner**
| The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
- 3  **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.
- 4  **Juggler**
| If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
- 5  **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.
- 6  **Chambermaid**
| The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.