



TOWNSFOLK



Steward

You start knowing 1 good player.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Ballooning

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



General

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



Preacher

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Undertaker

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Monk

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Golem

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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



Poisoner

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



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Marionette

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



Goblin

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



Scarlet Woman

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

DEMON



Li'l Monsta

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



Legion

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



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

Fillet Minion — by Mr Adam Whitney

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Marionette
- 5  Preacher
- 6  Lil' Monsta
- 7  Poisoner
- 8  Librarian
- 9  Fortune Teller
- 10  Clockmaker
- 11  Balloonist
- 12  Spy
- 13  General
- 14  D Dawn

FABLED, JINXES & LORIC

-  **Legion & Hatter**
If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.
-  **Lil' Monsta & Hatter**
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.
-  **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.
-  **Legion & Preacher**
If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.
-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **Marionette & Lil' Monsta**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.
- FABLED**
-  **Hell's Librarian**
Something bad might happen to whoever talks when the Storyteller has asked for silence.
-  **Deus ex Fiasco**
At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Poisoner
- 4  Innkeeper
- 5  Monk
- 6  Scarlet Woman
- 7  Legion
- 8  Lil' Monsta
- 9  Fortune Teller
- 10  Undertaker
- 11  Balloonist
- 12  Spy
- 13  General
- 14  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

Fillet Minion — by Mr Adam Whitney

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		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.
5		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.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		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.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
6		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
7		Legion Choose a player, that player dies.
8		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.
9		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
10		Undertaker If a player was executed today: Show that player's character token.
11		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.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		Dawn Wait for a few seconds. End the Night Phase.