

## TOWNSFOLK



### Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Chef

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



### Bounty Hunter

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



### Chambermaid

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



### Mathematician



Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### Exorcist

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



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Artist

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



### Soldier

You are safe from the Demon.



### Sage

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



### Mayor

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



### 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



### Snitch

Minions start knowing 3 not-in-play characters.



### Recluse



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



### Drunk

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



### Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



### Lunatic

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

## MINION



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



### Poisoner

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



### Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Baron

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



### Marionette

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

## 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]



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

# Quick Reference

Where Are You? — by Alasdair

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  Lunatic
- 6  Marionette
- 7  Lil' Monsta
- 8  Poisoner
- 9  Godfather
- 10  Cerenovus
- 11  Chef
- 12  Bounty Hunter
- 13  Chambermaid
- 14  Mathematician
- 15  Dawn

## FABLED, JINXES & LORIC

-  **Mathematician & Drunk**  
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.
-  **Mathematician & Chambermaid**  
The Chambermaid can detect if the Mathematician will wake tonight.
-  **Mathematician & Lunatic**  
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.
-  **Recluse & Sage**  
The Recluse might register as the Demon to the Sage.
-  **Mathematician & Marionette**  
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.
-  **Marionette & Lil' Monsta**  
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

### FABLED

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

## OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Cerenovus
- 4  Lunatic
- 5  Exorcist
- 6  Zombuul
- 7  No Dashii
- 8  Lil' Monsta
- 9  Godfather
- 10  Gossip
- 11  Barber
- 12  Sage
- 13  Bounty Hunter
- 14  Chambermaid
- 15  Mathematician
- 16  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

Where Are You? — by Alasdair

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Snitch</b><br>  After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.                                                                                                                                                                                                                                                                                                                                                              |
| 5  |    | <b>Lunatic</b><br>  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  |    | <b>Marionette</b><br>  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.                                                                                                                                                                                                                                                                                                                                                                                   |
| 7  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 8  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 9  |    | <b>Godfather</b><br>  Show each of the Outsider tokens in play.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 10 |   | <b>Cerenovus</b><br>  The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.                                                                                                                                                                                                                                            |
| 11 |  | <b>Chef</b><br>  Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 12 |  | <b>Bounty Hunter</b><br>  Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.                                                                                                                                                                                                                                                                                                                                                                                                       |
| 13 |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                                                                                                                                                                                                                                                                                                                     |
| 14 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                                                                                                                                                                                                                                                                                                                                                                           |
| 15 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

# Other Nights

Where Are You? — by Alasdair

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                     |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                             |
| 2  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                |
| 3  |    | <b>Cerenovus</b><br>  The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.         |
| 4  |    | <b>Lunatic</b><br>  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.                                                               |
| 5  |    | <b>Exorcist</b><br>  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.                                                                                               |
| 6  |    | <b>Zombuul</b><br>  If no-one died during the day: The Zombuul points to a player. That player dies.                                                                                                                                                                                                                |
| 7  |    | <b>No Dashii</b><br>  The No Dashii points to a player. That player dies.                                                                                                                                                                                                                                           |
| 8  |    | <b>Lil' Monsta</b><br>  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  |    | <b>Godfather</b><br>  If an Outsider died today: The Godfather points to a player. That player dies.                                                                                                                                                                                                                |
| 10 |   | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                                                                                   |
| 11 |  | <b>Barber</b><br>  If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token. |
| 12 |  | <b>Sage</b><br>  If the Sage was killed by a Demon: Point to two players, one of which is that Demon.                                                                                                                                                                                                               |
| 13 |  | <b>Bounty Hunter</b><br>  If the known evil player has died, point to another evil player.                                                                                                                                                                                                                          |
| 14 |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                                                                                  |
| 15 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                                                                                                                                        |
| 16 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                       |