

TOWNSFOLK



Grandmother

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



Balloonist

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



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Clockmaker

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



Bounty Hunter

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Cannibal

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



Innkeeper

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



Farmer

If you die at night, an alive good player becomes a Farmer.



Nightwatchman

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Sailor

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

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.



Barber

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



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Marionette

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



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.



Mastermind

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

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]



Zombuul

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



Vigormortis

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



Legion

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

Quick Reference

Mayhem Stewing — by P'ter

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Sailor**
- 5  **Marionette**
- 6  **Widow**
- 7  **Courtier**
- 8  **Snake Charmer**
- 9  **Grandmother**
- 10  **Clockmaker**
- 11  **Noble**
- 12  **Balloonist**
- 13  **Bounty Hunter**
- 14  **Nightwatchman**
- 15  **Cult Leader**
- 16  **Dawn**

FABLED, JINXES & LORIC

-  **Heretic & Pit-Hag**
Only 1 jinxed character can be in play.
-  **Mastermind & Vigormortis**
A Mastermind that has their ability keeps it if the Vigormortis dies.
-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **Pit-Hag & Cult Leader**
If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.
-  **Legion & Politician**
The Politician might register as evil to Legion.
-  **Pit-Hag & Politician**
If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.
-  **Heretic & Widow**
Only 1 jinxed character can be in play.

FABLED

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Sailor**
- 3  **Courtier**
- 4  **Innkeeper**
- 5  **Snake Charmer**
- 6  **Pit-Hag**
- 7  **Legion**
- 8  **Zombuul**
- 9  **Fang Gu**
- 10  **Vigormortis**
- 11  **Barber**
- 12  **Farmer**
- 13  **Grandmother**
- 14  **Balloonist**
- 15  **Bounty Hunter**
- 16  **Nightwatchman**
- 17  **Cult Leader**
- 18  **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

Mayhem Stewing — by P'ter

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		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.
7		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
8		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
9		Grandmother Show the marked character token. Point to the marked player.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		Noble Point to 3 players including one evil player, in no particular order.
12		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.
13		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
14		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.
15		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Mayhem Stewing — by P'ter

1		Dusk Start the Night Phase.
2		Sailor 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		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
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		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
6		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
7		Legion Choose a player, that player dies.
8		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
9		Fang Gu 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.
10		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
11		Barber 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		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
13		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
14		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.
15		Bounty Hunter If the known evil player has died, point to another evil player.
16		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.
17		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18		Dawn Wait for a few seconds. End the Night Phase.