Once Upon a Time v4 v1.4.0 *by Navanian*

Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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



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



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.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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



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

MINION



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



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



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

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

Once Upon a Time v4 — by Navanian

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. King
6. Witch
7. Pukka
8. Huntsman
9. Damsel
10. Fortune Teller
11. Grandmother
12. Chambermaid
13. Dawn

FABLED, JINXES & LORIC

Pit-Hag & Ogre
If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.

Recluse & Ogre
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

Summoner & Pit-Hag
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Summoner & Pukka
The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

Pit-Hag & Damsel
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

FABLED

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

RECOMMENDED TRAVELLERS

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Matron
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Witch
4. Pit-Hag
5. Lycanthrope
6. Imp
7. Pukka
8. Choirboy
9. Huntsman
10. Damsel
11. Grandmother
12. Fortune Teller
13. Undertaker
14. King
15. Chambermaid
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

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1 D **Dusk**
Start the Night Phase.

2 M **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 D **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  **Magician**

5  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

7  **Pukka**
The Pukka points to a player. That player is poisoned.

8  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

9  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

10  **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.

11  **Grandmother**
Show the marked character token. Point to the marked player.

12  **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.

13 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4 **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.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

6 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

7 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

9 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

11 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

12 **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.

13 **Undertaker**
If a player was executed today: Show that player's character token.

14 **King**
If there are more dead than living, show the King a character token of a living player.

15 **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.

16 D **Dawn**
Wait for a few seconds. End the Night Phase.