

## TOWNSFOLK



### Pixie

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



### Bounty Hunter

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



### Balloonist

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



### Snake Charmer

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



### Cult Leader

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



### Lycanthrope

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



### Engineer

Once per game, at night, choose which Minions or which Demon is in play.



### Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



### Alchemist

You have a not-in-play Minion ability.



### Cannibal

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



### Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



### Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

## OUTSIDER



### Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### 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.



### Plague Doctor

When you die, the Storyteller gains a Minion ability.



### Hatter

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

## MINION



### Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Spy

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



### Pit-Hag

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



### Summoner

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



### Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## 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]



### 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

To Be or Not To Be... — by Cypherwyre

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Engineer
- 7  Snake Charmer
- 8  Mezephales
- 9  Pixie
- 10  Amnesiac
- 11  Balloonist
- 12  Bounty Hunter
- 13  Cult Leader
- 14  Spy
- 15  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.
-  **Spy & Ogre**  
The Spy registers as evil to the Ogre.
-  **Recluse & Ogre**  
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.
-  **Boffin & Ogre**  
The Demon cannot have the Ogre ability.
-  **Summoner & Hatter**  
If the Summoner creates a second living Demon, deaths tonight are arbitrary.
-  **Alchemist & Summoner**  
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]
-  **Alchemist & Boffin**  
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.
-  **Summoner & Lord of Typhon**  
If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.
-  **Alchemist & Spy**  
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
-  **Plague Doctor & Spy**  
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.
-  **Pit-Hag & Goon**  
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.
-  **Boffin & Goon**  
If the Demon has the Goon ability, they can't turn good due to this ability.
-  **Bounty Hunter & Philosopher**  
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.
-  **Summoner & Pit-Hag**  
If the Summoner creates a second living Demon, deaths tonight are arbitrary.
-  **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.
-  **Boffin & Cult Leader**  
If the Demon has the Cult Leader ability, they can't turn good due to this ability.
-  **Summoner & Engineer**  
If the living Summoner is removed from play, the Storyteller has the Summoner ability.

## FABLED

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

## OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Engineer
- 4  Snake Charmer
- 5  Pit-Hag
- 6  Mezephales
- 7  Lycanthrope
- 8  Fang Gu
- 9  Amnesiac
- 10  Balloonist
- 11  Bounty Hunter
- 12  Cult Leader
- 13  Spy
- 14  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

*To Be or Not To Be... — by Cypherwyre*

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                  |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Philosopher</b><br>  The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 5  |    | <b>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                                                                                                                                              |
| 6  |    | <b>Engineer</b><br>  The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.                  |
| 7  |    | <b>Snake Charmer</b><br>  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.                                                                      |
| 8  |    | <b>Mezephheles</b><br>  Show the Mezephheles their secret word.                                                                                                                                                                                                                                                                  |
| 9  |    | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                                            |
| 10 |   | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                       |
| 11 |  | <b>Balloonist</b><br>  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 |  | <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>Cult Leader</b><br>  If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.                                                                                                                                                                                    |
| 14 |  | <b>Spy</b><br>  Show the Grimoire to the Spy for as long as they need.                                                                                                                                                                                                                                                           |
| 15 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

*To Be or Not To Be... — by Cypherwyre*

- 1  **Dusk**  
| Start the Night Phase.
- 2  **Philosopher**  
| If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
- 3  **Engineer**  
| The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
- 4  **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.
- 5  **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.
- 6  **Mezepheles**  
| Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
- 7  **Lycanthrope**  
| The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
- 8  **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.
- 9  **Amnesiac**  
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 10  **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.
- 11  **Bounty Hunter**  
| If the known evil player has died, point to another evil player.
- 12  **Cult Leader**  
| If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
- 13  **Spy**  
| Show the Grimoire to the Spy for as long as they need.
- 14  **Dawn**  
| Wait for a few seconds. End the Night Phase.