

TOWNSFOLK



Balloonist

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Sailor

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



Tea Lady

If both your alive neighbours are good, they can't die.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Snake Charmer

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



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



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.

DEMON



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

Hit or Miss — by Kyuubibob

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Sailor**
- 5  **Marionette**
- 6  **Widow**
- 7  **Snake Charmer**
- 8  **Balloonist**
- 9  **Dawn**

FABLED, JINXES & LORIC

-   **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Sailor**
- 3  **Snake Charmer**
- 4  **Zombuul**
- 5  **Acrobat**
- 6  **Professor**
- 7  **Balloonist**
- 8  **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

Hit or Miss — by Kyuubibob

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		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.
8		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.
9		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Hit or Miss — by Kyuubibob

- 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  **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.
- 4  **Zombuul**
| If no-one died during the day: The Zombuul points to a player. That player dies.
- 5  **Acrobat**
| If a good living neighbour is drunk or poisoned, the Acrobat player dies.
- 6  **Professor**
| If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
- 7  **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.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.