

TOWNSFOLK



Cannibal

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



Balloonist

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Philosopher

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



Alchemist

You have a not-in-play Minion ability.



Investigator

You start knowing that 1 of 2 players is a particular Minion.

OUTSIDER



Sweetheart

When you die, 1 player is drunk from now on.



Lunatic

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

MINION



Baron

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

makka's random teensy — by makkachin

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Lunatic
- 7  Librarian
- 8  Investigator
- 9  Balloonist
- 10  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Lunatic
- 4  Al-Hadikhia
- 5  Sweetheart
- 6  Balloonist
- 7  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  **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  **Philosopher**
| 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  **Alchemist**
| Show the Alchemist a not-in-play Minion token
- 6  **Lunatic**
| 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.
- 7  **Librarian**
| Show the character token of an Outsider in play. Point to two players, one of which is that character.
- 8  **Investigator**
| Show the character token of a Minion in play. Point to two players, one of which is that character.
- 9  **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.
- 10  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

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- 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  **Lunatic**
| 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.
- 4  **Al-Hadikhia**
| The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
- 5  **Sweetheart**
| Choose a player that is drunk.
- 6  **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.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.