

## TOWNSFOLK



### Librarian

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



### Bounty Hunter

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



### Pixie

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



### Empath

Each night, you learn how many of your 2 alive neighbours are evil.



### Snake Charmer

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



### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Oracle

Each night\*, you learn how many dead players are evil.



### Innkeeper

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



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Philosopher

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



### Soldier

You are safe from the Demon.



### Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



### Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



### Tinker

You might die at any time.



### Barber

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



### Lunatic

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



### 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



### Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



### 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]



### Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

## DEMON



### Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

# Quick Reference

Snakes & Leaders — by Schnauzer

## FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Poppy Grower
- 6  Lunatic
- 7  Poisoner
- 8  Snake Charmer
- 9  Pixie
- 10  Librarian
- 11  Empath
- 12  Dreamer
- 13  Bounty Hunter
- 14  D Dawn

## FABLED, JINXES & LORIC



### Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

### FABLED



### Djinn

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

## OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poppy Grower
- 4  Poisoner
- 5  Innkeeper
- 6  Snake Charmer
- 7  Pit-Hag
- 8  Lunatic
- 9  Exorcist
- 10  Po
- 11  Barber
- 12  Tinker
- 13  Ravenkeeper
- 14  Empath
- 15  Dreamer
- 16  Oracle
- 17  Bounty Hunter
- 18  D 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

Snakes & Leaders — by Schnauzer

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Poppy Grower</b><br>  Do not inform the Demon/Minions who each other are                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 6  |    | <b>Lunatic</b><br>  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  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 8  |    | <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.                                                                                                                                                                                                                                                                                            |
| 9  |    | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 10 |   | <b>Librarian</b><br>  Show the character token of an Outsider in play. Point to two players, one of which is that character.                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 11 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 12 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 13 |  | <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.                                                                                                                                                                                                                                                                                                                                                                                                       |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

# Other Nights

Snakes & Leaders — by Schnauzer

|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  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  |    | <b>Poppy Grower</b><br>  If the Poppy Grower has died, show the Minions/Demon who each other are.                                                                                                                                                                                                                                                                               |
| 4  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 5  |    | <b>Innkeeper</b><br>  The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.                                                                                                                                                                                                            |
| 6  |    | <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.                                                                                                                     |
| 7  |    | <b>Pit-Hag</b><br>  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.                                                                                                                            |
| 8  |    | <b>Lunatic</b><br>  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.                                                                                                                           |
| 9  |   | <b>Exorcist</b><br>  The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.                                                                                                                                                           |
| 10 |  | <b>Po</b><br>  If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die                                                                                                                                                                                       |
| 11 |  | <b>Barber</b><br>  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 |  | <b>Tinker</b><br>  The Tinker might die.                                                                                                                                                                                                                                                                                                                                        |
| 13 |  | <b>Ravenkeeper</b><br>  If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.                                                                                                                                                                                                                                                |
| 14 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                                                                                                                                                                                          |
| 15 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.                                                                                                                                                                                                                                                            |
| 16 |  | <b>Oracle</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.                                                                                                                                                                                                                                                                                    |
| 17 |  | <b>Bounty Hunter</b><br>  If the known evil player has died, point to another evil player.                                                                                                                                                                                                                                                                                      |
| 18 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |