

TOWNSFOLK



Washerwoman

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



Librarian

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



Pixie

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Slayer

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



Fool

The first time you die, you don't.

OUTSIDER



Mutant

If you are "mad" about being an Outsider, you might be executed.



Drunk

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

MINION



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

Twin Troubles — by Cassandra Rudig

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lil' Monsta
- 5  Evil Twin
- 6  Cerenovus
- 7  Pixie
- 8  Washerwoman
- 9  Librarian
- 10  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Cerenovus
- 3  Lil' Monsta
- 4  Juggler
- 5  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

Twin Troubles — by Cassandra Rudig

- 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  **Lil' Monsta**
| Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
- 5  **Evil Twin**
| Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
- 6  **Cerenovus**
| The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
- 7  **Pixie**
| Show the Pixie 1 in-play Townsfolk character token.
- 8  **Washerwoman**
| Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
- 9  **Librarian**
| Show the character token of an Outsider in play. Point to two players, one of which is that character.
- 10  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

Twin Troubles — by Cassandra Rudig

- 1  **Dusk**
| Start the Night Phase.
- 2  **Cerenovus**
| The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
- 3  **Lil' Monsta**
| Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
- 4  **Juggler**
| If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
- 5  **Dawn**
| Wait for a few seconds. End the Night Phase.