

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Snake Charmer

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Slayer

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Pacifist

Executed good players might not die.

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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

Not Dead Yet — by Termateddy

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snake Charmer
- 5  Devil's Advocate
- 6  Chef
- 7  Seamstress
- 8  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Devil's Advocate
- 4  Scarlet Woman
- 5  Zombuul
- 6  Seamstress
- 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

Not Dead Yet — by Termateddy

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		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		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
6		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
7		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Not Dead Yet — by Termateddy

- 1  **Dusk**
| Start the Night Phase.
- 2  **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.
- 3  **Devil's Advocate**
| The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
- 4  **Scarlet Woman**
| If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
- 5  **Zombuul**
| If no-one died during the day: The Zombuul points to a player. That player dies.
- 6  **Seamstress**
| If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.