

## TOWNSFOLK



### Washerwoman

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



### Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



### Bounty Hunter ✓

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



### Empath

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



### Sailor

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



### Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### Ballooning

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



### Innkeeper

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



### Lycanthrope

Each night\*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Philosopher

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



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Tea Lady

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



### Virgin

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



### Acrobat

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

## OUTSIDER



### Tinker

You might die at any time.



### Snitch

Minions start knowing 3 not-in-play characters.



### Recluse

You might register as evil & as a Minion or Demon, even if dead.

## MINION



### 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.



### 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.



### Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.

## DEMON



### Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



### 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

Kill Your Darlings — by Kat

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Snitch
- 6  Sailor
- 7  Preacher
- 8  Poisoner
- 9  Widow
- 10  Washerwoman
- 11  Empath
- 12  Clockmaker
- 13  Balloonist
- 14  Bounty Hunter
- 15  Leviathan
- 16  Dawn

## FABLED, JINXES & LORIC



### Leviathan & Innkeeper

If the Leviathan nominates and executes an Innkeeper-protected player, good wins.



### Bounty Hunter & Philosopher

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



### Leviathan & Pit-Hag

The Leviathan cannot enter play after day 5.

## FABLED



### Djinn

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

## OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Sailor
- 4  Preacher
- 5  Poisoner
- 6  Innkeeper
- 7  Pit-Hag
- 8  Lycanthrope
- 9  Zombuul
- 10  Assassin
- 11  Gossip
- 12  Acrobat
- 13  Tinker
- 14  Empath
- 15  Balloonist
- 16  Bounty Hunter
- 17  Leviathan
- 18  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  |    | <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>Snitch</b><br>  After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.                                                                                                                                        |
| 6  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                      |
| 7  |    | <b>Preacher</b><br>  The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.                                                                                                                                                          |
| 8  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                   |
| 9  |    | <b>Widow</b><br>  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.                                                                                              |
| 10 |   | <b>Washerwoman</b><br>  Show the character token of a Townsfolk 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>Clockmaker</b><br>  Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.                                                                                                                                                                                                               |
| 13 |  | <b>Balloonist</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.                                                                                                                                                                  |
| 14 |  | <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.                                                                                                                                                                                 |
| 15 |  | <b>Leviathan</b><br>  Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'                                                                                                                                                                                                                    |
| 16 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 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>Sailor</b><br>  The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                     |
| 4  |    | <b>Preacher</b><br>  The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.                                                                                                                                                                                                         |
| 5  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 6  |    | <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.                                                                                                                                                                                                            |
| 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>Lycanthrope</b><br>  The Lycanthrope points to a living player: if good, they die and no one else can die tonight.                                                                                                                                                                                                                                                           |
| 9  |    | <b>Zombuul</b><br>  If no-one died during the day: The Zombuul points to a player. That player dies.                                                                                                                                                                                                                                                                            |
| 10 |  | <b>Assassin</b><br>  If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.                                                                                                                                                                                                                   |
| 11 |  | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                                                                                                                                               |
| 12 |  | <b>Acrobat</b><br>  If a good living neighbour is drunk or poisoned, the Acrobat player dies.                                                                                                                                                                                                                                                                                   |
| 13 |  | <b>Tinker</b><br>  The Tinker might die.                                                                                                                                                                                                                                                                                                                                        |
| 14 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                                                                                                                                                                                          |
| 15 |  | <b>Balloonist</b><br>  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.                                                                                                                       |
| 16 |  | <b>Bounty Hunter</b><br>  If the known evil player has died, point to another evil player.                                                                                                                                                                                                                                                                                      |
| 17 |  | <b>Leviathan</b><br>  Change the Leviathan Day reminder for the next day.                                                                                                                                                                                                                                                                                                       |
| 18 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |