

TOWNSFOLK



Clockmaker

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



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Flowergirl

Each night*, you learn if a Demon voted today.



Innkeeper

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Poppy Grower

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Sailor

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



Snake Charmer

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Undertaker

Each night*, you learn which character died by execution today.

OUTSIDER



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Lunatic

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



Sweetheart

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



Snitch

Minions start knowing 3 not-in-play characters.

MINION



Poisoner

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



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Vizier

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

DEMON



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Lil' Monsta

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

Quick Reference

Execution Panic — by Beetlesmuffins

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Magician
- 6  Snitch
- 7  Lunatic
- 8  King
- 9  Sailor
- 10  Marionette
- 11  Lil' Monsta
- 12  Lleech
- 13  Poisoner
- 14  Snake Charmer
- 15  Witch
- 16  Clockmaker
- 17  Dawn

FABLED, JINXES & LORIC

-  **Lil' Monsta & Vizier**
If the Vizier is babysitting Lil' Monsta, they die when executed.
-  **Magician & Vizier**
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.
-  **Lil' Monsta & Magician**
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.
-  **Lil' Monsta & Poppy Grower**
If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.
-  **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
-  **Marionette & Lil' Monsta**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Poisoner
- 5  Innkeeper
- 6  Snake Charmer
- 7  Witch
- 8  Lunatic
- 9  Fang Gu
- 10  Lleech
- 11  Lil' Monsta
- 12  Sweetheart
- 13  Sage
- 14  Professor
- 15  Choirboy
- 16  Undertaker
- 17  Flowergirl
- 18  King
- 19  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

Execution Panic — by Beetlesmuffins

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		Poppy Grower Do not inform the Demon/Minions who each other are
5		Magician
6		Snitch 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.
7		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.
8		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
9		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
10		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
11		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
12		Lleech The Lleech points to a player. Place the Poisoned reminder token.
13		Poisoner The Poisoner points to a player. That player is poisoned.
14		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.
15		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
16		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Execution Panic — by Beetlesmuffins

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Sailor 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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		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.
7		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8		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.
9		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
10		Lleech The Lleech points to a player. That player dies.
11		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.
12		Sweetheart Choose a player that is drunk.
13		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
14		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
15		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
16		Undertaker If a player was executed today: Show that player's character token.
17		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
18		King If there are more dead than living, show the King a character token of a living player.
19		Dawn Wait for a few seconds. End the Night Phase.