

TOWNSFOLK



Investigator

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



Chef

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



Empath

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Oracle

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Virgin

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Sage

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

OUTSIDER



Recluse

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Drunk

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



Barber

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

MINION



Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Poisoner

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



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMON



Lil' Monsta

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



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

Paved With Good Intentions — by Train

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lil' Monsta
- 5  Poisoner
- 6  Mezepheles
- 7  Huntsman
- 8  Damsel
- 9  Amnesiac
- 10  Investigator
- 11  Chef
- 12  Empath
- 13  Fortune Teller
- 14  General
- 15  Dawn

FABLED, JINXES & LORIC



Recluse & Sage

The Recluse might register as the Demon to the Sage.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Monk
- 4  Mezepheles
- 5  Imp
- 6  Vortex
- 7  Vigormortis
- 8  Lil' Monsta
- 9  Barber
- 10  Sage
- 11  Huntsman
- 12  Damsel
- 13  Amnesiac
- 14  Empath
- 15  Fortune Teller
- 16  Oracle
- 17  General
- 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

Paved With Good Intentions — by Train

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		Poisoner The Poisoner points to a player. That player is poisoned.
6		Mezepheles Show the Mezepheles their secret word.
7		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
8		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
11		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
14		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Paved With Good Intentions — by Train

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
5		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
6		Vortex The Vortex points to a player. That player dies.
7		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
8		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.
9		Barber 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.
10		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
11		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
12		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
15		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
16		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
17		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18		Dawn Wait for a few seconds. End the Night Phase.