

## TOWNSFOLK



### Clockmaker

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



### Pixie

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



### Empath

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



### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### 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.



### Town Crier

Each night\*, you learn if a Minion nominated today.



### Oracle

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



### Undertaker

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



### Philosopher

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



### Pacifist

Executed good players might not die.



### Alchemist

You have a not-in-play Minion ability.



### Farmer

If you die at night, an alive good player becomes a Farmer.



### Poppy Grower

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

## OUTSIDER



### Snitch

Minions start knowing 3 not-in-play characters.



### Drunk

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



### Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



### Lunatic

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

## MINION



### Devil's Advocate

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



### Witch

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



### Assassin

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



### Baron

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



### Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

## DEMON



### 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.



### Legion

Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

Götterdämmerung — by SeaBound

## FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Alchemist**
- 6  **Poppy Grower**
- 7  **Snitch**
- 8  **Lunatic**
- 9  **Devil's Advocate**
- 10  **Witch**
- 11  **Pixie**
- 12  **Empath**
- 13  **Fortune Teller**
- 14  **Clockmaker**
- 15  **Dreamer**
- 16  **Dawn**

## FABLED, JINXES & LORIC



### Legion & Politician

The Politician might register as evil to Legion.

### FABLED



### Djinn

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

### RECOMMENDED TRAVELLERS



### Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



### Harlot

Each night\*, choose a living player: if they agree, you learn their character, but you both might die.



### Butcher

Each day, after the 1st execution, you may nominate again.



### Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.



### Scapegoat

If a player of your alignment is executed, you might be executed instead.

## OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Poppy Grower**
- 4  **Devil's Advocate**
- 5  **Witch**
- 6  **Lunatic**
- 7  **Legion**
- 8  **Vortex**
- 9  **Vigormortis**
- 10  **Assassin**
- 11  **Farmer**
- 12  **Empath**
- 13  **Fortune Teller**
- 14  **Undertaker**
- 15  **Dreamer**
- 16  **Town Crier**
- 17  **Oracle**
- 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>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 6  |    | <b>Poppy Grower</b><br>  Do not inform the Demon/Minions who each other are                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| 7  |    | <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.                                                                                                                                                                                                                                                                                                                                                              |
| 8  |    | <b>Lunatic</b><br>  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. |
| 9  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 10 |   | <b>Witch</b><br>  The Witch points to a player. If that player nominates tomorrow they die immediately.                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 11 |  | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 12 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 13 |  | <b>Fortune Teller</b><br>  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 |  | <b>Clockmaker</b><br>  Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 15 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 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>Poppy Grower</b><br>  If the Poppy Grower has died, show the Minions/Demon who each other are.                                                                                                                                                                                                                                                                               |
| 4  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.                                                                                                                                                                                                                        |
| 5  |    | <b>Witch</b><br>  If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.                                                                                                                                                                                                                                   |
| 6  |    | <b>Lunatic</b><br>  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.                                                                                                                           |
| 7  |    | <b>Legion</b><br>  Choose a player, that player dies.                                                                                                                                                                                                                                                                                                                           |
| 8  |    | <b>Vortex</b><br>  The Vortex points to a player. That player dies.                                                                                                                                                                                                                                                                                                             |
| 9  |   | <b>Vigormortis</b><br>  The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.                                                                                                                                                                                                           |
| 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>Farmer</b><br>  If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.                                                                                                                                                                                                |
| 12 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                                                                                                                                                                                          |
| 13 |  | <b>Fortune Teller</b><br>  The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.                                                                                                                                                                                                                |
| 14 |  | <b>Undertaker</b><br>  If a player was executed today: Show that player's character token.                                                                                                                                                                                                                                                                                      |
| 15 |  | <b>Dreamer</b><br>  The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.                                                                                                                                                                                                                                                            |
| 16 |  | <b>Town Crier</b><br>  Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).                                                                                                                                                                                                          |
| 17 |  | <b>Oracle</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.                                                                                                                                                                                                                                                                                    |
| 18 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |