

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Clockmaker

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



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.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Monk

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



Gossip

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



Seamstress

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Artist

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Sage

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



Acrobat

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Klutz

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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.



Scarlet Woman

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

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Lleech

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



Vortex

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

Quick Reference

Miss Information — by OJ

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Snitch
- 5  Leech
- 6  Godfather
- 7  Pukka
- 8  Empath
- 9  Fortune Teller
- 10  Clockmaker
- 11  Seamstress
- 12  Noble
- 13  General
- 14  Mathematician
- 15  D Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Monk
- 3  Pit-Hag
- 4  Scarlet Woman
- 5  Pukka
- 6  No Dashii
- 7  Vortex
- 8  Leech
- 9  Assassin
- 10  Godfather
- 11  Gossip
- 12  Acrobat
- 13  Sage
- 14  Moonchild
- 15  Empath
- 16  Fortune Teller
- 17  Seamstress
- 18  Juggler
- 19  General
- 20  Mathematician
- 21  D 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

Miss Information — by OJ

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		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.
5		Lleech The Lleech points to a player. Place the Poisoned reminder token.
6		Godfather Show each of the Outsider tokens in play.
7		Pukka The Pukka points to a player. That player is poisoned.
8		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		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.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		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.
12		Noble Point to 3 players including one evil player, in no particular order.
13		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Miss Information — by OJ

1		Dusk Start the Night Phase.
2		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
3		Pit-Hag 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.
4		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6		No Dashii The No Dashii points to a player. That player dies.
7		Vortex The Vortex points to a player. That player dies.
8		Leech The Leech points to a player. That player dies.
9		Assassin 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.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
13		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
14		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
15		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
16		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.
17		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.
18		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
19		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
20		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
21		Dawn Wait for a few seconds. End the Night Phase.