

TOWNSFOLK



Clockmaker

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Amnesiac

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



Fisherman

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



Mayor

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Saint

If you die by execution, your team loses.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Baron

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



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.

Quick Reference

Bonus Stage — by Etreides

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lleech
- 5  Amnesiac
- 6  Clockmaker
- 7  Dawn

FABLED, JINXES & LORIC

-  **Heretic & Baron**
Only 1 jinxed character can be in play.
-  **Lleech & Mastermind**
If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.
-  **Heretic & Lleech**
Only 1 jinxed character can be in play.
- FABLED**
 -  **Djinn**
Use the Djinn's special rule. All players know what it is.
 -  **Toymaker**
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

OTHER NIGHTS

- 1  Dusk
- 2  Lleech
- 3  Amnesiac
- 4  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

Bonus Stage — by Etreides

- 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  **Lleech**
| The Lleech points to a player. Place the Poisoned reminder token.
- 5  **Amnesiac**
| Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 6  **Clockmaker**
| Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

Bonus Stage — by Etreides

- 1  **Dusk**
| Start the Night Phase.
- 2  **Lleech**
| The Lleech points to a player. That player dies.
- 3  **Amnesiac**
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 4  **Dawn**
| Wait for a few seconds. End the Night Phase.