

TOWNSFOLK



Noble

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



General

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



Snake Charmer

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Gossip

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Fisherman

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



Philosopher

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



Amnesiac

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



Soldier

You are safe from the Demon.



Farmer

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



Atheist

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Tinker

You might die at any time.



Drunk

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



Lunatic

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

MINION



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Lil' Monsta

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



Vigormortis

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



Fang Gu

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



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

She Was The Universe — by Piranha

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Snitch
- 6  Lunatic
- 7  Engineer
- 8  Lil' Monsta
- 9  Widow
- 10  Snake Charmer
- 11  Amnesiac
- 12  Grandmother
- 13  Noble
- 14  General
- 15  D Dawn

FABLED, JINXES & LORIC



Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.



Lil' Monsta & Psychopath

If the Psychopath is babysitting Lil' Monsta, they die when executed.

FABLED



Djinn

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

RECOMMENDED TRAVELLERS



Scapegoat

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



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



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.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Engineer
- 4  Gambler
- 5  Snake Charmer
- 6  Pit-Hag
- 7  Lunatic
- 8  Legion
- 9  Fang Gu
- 10  Vigormortis
- 11  Lil' Monsta
- 12  Gossip
- 13  Amnesiac
- 14  Farmer
- 15  Tinker
- 16  Grandmother
- 17  General
- 18  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

She Was The Universe — by Piranha

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		Philosopher 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		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.
6		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.
7		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
8		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
9		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
10		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.
11		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		Grandmother Show the marked character token. Point to the marked player.
13		Noble Point to 3 players including one evil player, in no particular order.
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

She Was The Universe — by Piranha

1		Dusk Start the Night Phase.
2		Philosopher 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		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		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.
6		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.
7		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.
8		Legion Choose a player, that player dies.
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		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.
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		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Farmer 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.
15		Tinker The Tinker might die.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
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.