

TOWNSFOLK



Grandmother

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



Dreamer

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Oracle

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



Gambler

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



Acrobat

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Philosopher

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



Slayer

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Sage

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



Virgin

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



Atheist

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

OUTSIDER



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Klutz

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



Saint

If you die by execution, your team loses.



Damsel

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



Heretic

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

MINION



Harpy

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



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Assassin

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



No Dashii

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

God, It's Brutal Out Here — by Artie D

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Evil Twin
- 6  Fearmonger
- 7  Damsel
- 8  Grandmother
- 9  Dreamer
- 10  Cult Leader
- 11  Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Gambler
- 4  Fearmonger
- 5  Lycanthrope
- 6  Legion
- 7  Po
- 8  No Dashii
- 9  Vortex
- 10  Assassin
- 11  Acrobat
- 12  Sage
- 13  Damsel
- 14  Grandmother
- 15  Ravenkeeper
- 16  Dreamer
- 17  Oracle
- 18  Cult Leader
- 19  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

God, It's Brutal Out Here — by Artie D

- 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  **Evil Twin**
| Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
- 6  **Fearmonger**
| The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
- 7  **Damsel**
| Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
- 8  **Grandmother**
| Show the marked character token. Point to the marked player.
- 9  **Dreamer**
| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
- 10  **Cult Leader**
| If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
- 11  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

God, It's Brutal Out Here — by Artie D

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		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Fearmonger The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		Legion Choose a player, that player dies.
7		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
8		No Dashii The No Dashii points to a player. That player dies.
9		Vortex The Vortex points to a player. That player dies.
10		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.
11		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
13		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
14		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
15		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
18		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
19		Dawn Wait for a few seconds. End the Night Phase.