

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Knight

You start knowing 2 players that are not the Demon.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Poppy Grower

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Slayer

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



Seamstress

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



Philosopher

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



Artist

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



Flowergirl

Each night*, you learn if a Demon voted today.



Snake Charmer

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



Mayor

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

OUTSIDER



Drunk

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



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Heretic

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



Lunatic

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

MINION



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Psychopath

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



Scarlet Woman

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



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.



Witch

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



Pit-Hag

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Godfather

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

DEMON



Vortex

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

Quick Reference

You're Not Evil, I'm Evil! — by Yuxuan

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Alchemist**
- 6  **Poppy Grower**
- 7  **Lunatic**
- 8  **Poisoner**
- 9  **Courtier**
- 10  **Snake Charmer**
- 11  **Godfather**
- 12  **Evil Twin**
- 13  **Witch**
- 14  **Cerenovus**
- 15  **Seamstress**
- 16  **Bounty Hunter**
- 17  **Dawn**

FABLED, JINXES & LORIC

-  **Pit-Hag & Goon**
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.
-  **Heretic & Godfather**
Only 1 jinxed character can be in play.
-  **Bounty Hunter & Philosopher**
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.
-  **Heretic & Pit-Hag**
Only 1 jinxed character can be in play.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Poppy Grower**
- 4  **Poisoner**
- 5  **Courtier**
- 6  **Snake Charmer**
- 7  **Witch**
- 8  **Cerenovus**
- 9  **Pit-Hag**
- 10  **Scarlet Woman**
- 11  **Lunatic**
- 12  **Vortex**
- 13  **Godfather**
- 14  **Flowergirl**
- 15  **Seamstress**
- 16  **Bounty Hunter**
- 17  **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		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		Alchemist Show the Alchemist a not-in-play Minion token
6		Poppy Grower Do not inform the Demon/Minions who each other are
7		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.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
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		Godfather Show each of the Outsider tokens in play.
12		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.
13		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
14		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
15		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.
16		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
6		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.
7		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
9		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.
10		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
11		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.
12		Vortex The Vortex points to a player. That player dies.
13		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
14		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
15		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.
16		Bounty Hunter If the known evil player has died, point to another evil player.
17		Dawn Wait for a few seconds. End the Night Phase.