

TOWNSFOLK



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



General

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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.



Flowergirl

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



Monk

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



Juggler

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



Artist

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



Soldier

You are safe from the Demon.



Pacifist

Executed good players might not die.



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



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Sweetheart

When you die, 1 player is drunk from now on.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Lunatic

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

MINION



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Cerenovus

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



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.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

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.



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.

Quick Reference

Code Red — by Tam and Sean

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lunatic
- 5  Marionette
- 6  Leech
- 7  Devil's Advocate
- 8  Evil Twin
- 9  Cerenovus
- 10  Pixie
- 11  Fortune Teller
- 12  Butler
- 13  General
- 14  Chambermaid
- 15  Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

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

OTHER NIGHTS

- 1  Dusk
- 2  Monk
- 3  Devil's Advocate
- 4  Cerenovus
- 5  Lunatic
- 6  Po
- 7  No Dashii
- 8  Leech
- 9  Sweetheart
- 10  Farmer
- 11  Fortune Teller
- 12  Flowergirl
- 13  Juggler
- 14  Butler
- 15  General
- 16  Chambermaid
- 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

Code Red — by Tam and Sean

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		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.
5		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6		Leech The Leech points to a player. Place the Poisoned reminder token.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		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.
9		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.
10		Pixie Show the Pixie 1 in-play Townsfolk character token.
11		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.
12		Butler The Butler points to a player. Mark that player as 'Master'.
13		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Code Red — by Tam and Sean

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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		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.
5		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.
6		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
7		No Dashii The No Dashii points to a player. That player dies.
8		Lleech The Lleech points to a player. That player dies.
9		Sweetheart Choose a player that is drunk.
10		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.
11		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.
12		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
13		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.
14		Butler The Butler points to a player. Mark that player as 'Master'.
15		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
17		Dawn Wait for a few seconds. End the Night Phase.