

TOWNSFOLK



Grandmother

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



Bounty Hunter

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Flowergirl

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



Oracle

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



Lycanthrope

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



Gossip

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



Courtier

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



Seamstress

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



Fool

The first time you die, you don't.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER



Mutant

If you are "mad" about being an Outsider, you might be executed.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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



Godfather

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



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.



Goblin

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

DEMON



Vortox

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



Vigormortis

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Fang Gu

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

Quick Reference

Illusions of Evil — by Navean

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Magician**
- 5  **Lunatic**
- 6  **King**
- 7  **Sailor**
- 8  **Courtier**
- 9  **Godfather**
- 10  **Devil's Advocate**
- 11  **Cerenovus**
- 12  **Grandmother**
- 13  **Seamstress**
- 14  **Bounty Hunter**
- 15  **Dawn**

FABLED, JINXES & LORIC



Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED



Djinn

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Sailor**
- 3  **Courtier**
- 4  **Devil's Advocate**
- 5  **Cerenovus**
- 6  **Lunatic**
- 7  **Lycanthrope**
- 8  **Zombuul**
- 9  **Fang Gu**
- 10  **Vortex**
- 11  **Vigormortis**
- 12  **Godfather**
- 13  **Gossip**
- 14  **Choirboy**
- 15  **Moonchild**
- 16  **Grandmother**
- 17  **Flowergirl**
- 18  **Oracle**
- 19  **Seamstress**
- 20  **King**
- 21  **Bounty Hunter**
- 22  **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

Illusions of Evil — by Navean

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		Magician
5		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.
6		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
8		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.
9		Godfather Show each of the Outsider tokens in play.
10		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
11		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.
12		Grandmother Show the marked character token. Point to the marked player.
13		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.
14		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.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Illusions of Evil — by Navean

1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		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.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		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.
6		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.
7		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
8		Zombuul If no-one died during the day: The Zombuul points to 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		Vortex The Vortex points to a player. That player dies.
11		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.
12		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
13		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
14		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
15		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
18		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
19		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.
20		King If there are more dead than living, show the King a character token of a living player.
21		Bounty Hunter If the known evil player has died, point to another evil player.
22		Dawn Wait for a few seconds. End the Night Phase.