

TOWNSFOLK



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess

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



Snake Charmer

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



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

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



Monk

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



Farmer

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



Mayor

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

OUTSIDER



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Mutant

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



Drunk

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Cerenovus

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

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.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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

Torii — by Milk

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Leech
- 5  Snake Charmer
- 6  Cerenovus
- 7  Pixie
- 8  Washerwoman
- 9  Librarian
- 10  Investigator
- 11  Empath
- 12  Spy
- 13  Dawn

FABLED, JINXES & LORIC



Vizier & Investigator

The Storyteller doesn't declare the Vizier is in play.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Monk
- 4  Cerenovus
- 5  Legion
- 6  Imp
- 7  Vortex
- 8  Leech
- 9  Barber
- 10  Farmer
- 11  Empath
- 12  Town Crier
- 13  Oracle
- 14  Spy
- 15  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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
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		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.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
9		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		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.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
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		Legion Choose a player, that player dies.
6		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
7		Vortex The Vortex points to a player. That player dies.
8		Lleech The Lleech points to a player. That player dies.
9		Barber If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
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		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
13		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Dawn Wait for a few seconds. End the Night Phase.