## TOWNSFOLK



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



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



### Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



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



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



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



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



### Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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



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



### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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

## OUTSIDER



### Tinker
You might die at any time.



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



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



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

## MINION



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



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



### Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

## DEMON



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



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



### Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Engineer
5. Preacher
6. Investigator
7. Empath
8. Dreamer
9. Seamstress
10. Chambermaid
11. Dawn

## FABLED, JINXES & LORIC

**Summoner & Preacher**

If the living Summoner has no ability, the Storyteller has the Summoner ability.

**Summoner & Engineer**

If the living Summoner is removed from play, the Storyteller has the Summoner ability.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Engineer
3. Preacher
4. Po
5. Vortox
6. Assassin
7. Tinker
8. Moonchild
9. Empath
10. Dreamer
11. Flowergirl
12. Town Crier
13. Seamstress
14. Chambermaid
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 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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 | D | **Demon Info**<br>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 |  | **Engineer**<br>The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens. |
| 5 |  | **Preacher**<br>The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token. |
| 6 |  | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 7 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 8 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 9 |  | **Seamstress**<br>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. |
| 10 |  | **Chambermaid**<br>The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability. |
| 11 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4  **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

5  **Vortox**
The Vortox points to a player. That player dies.

6  **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.

7  **Tinker**
The Tinker might die.

8  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

9  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

10  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

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  **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.

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.