A Heretical Enterprise v1.0.0 *by Elements*

Storm Catcher · Djinn

TOWNSFOLK

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

Chef
You start knowing how many pairs of evil players there are.

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

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

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

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

Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Undertaker
Each night*, you learn which character died by execution today.

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

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

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

Pacifist
Executed good players might not die.

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

OUTSIDER

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.

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION

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

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.

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

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

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

Quick Reference

A Heretical Enterprise — by Elements

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. Sailor
7. Poisoner
8. Widow
9. Courtier
10. Devil's Advocate
11. Evil Twin
12. Pukka
13. Damsel
14. Chef
15. Empath
16. Seamstress
17. Bounty Hunter
18. Mathematician
19. Leviathan
20. Dawn

FABLED, JINXES & LORIC

Leviathan & Mayor
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Mathematician & Lunatic
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

Widow & Poppy Grower
If the Poppy Grower has their ability, the Widow does not see the Grimoire.

Widow & Damsel
If the Widow is (or has been) in play, the Damsel is poisoned.

Heretic & Widow
Only 1 jinxed character can be in play.

FABLED

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

LORIC

Storm Catcher
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Courtier
6. Devil's Advocate
7. Lunatic
8. Legion
9. Zombuul
10. Pukka
11. Damsel
12. Empath
13. Undertaker
14. Seamstress
15. Juggler
16. Bounty Hunter
17. Mathematician
18. Leviathan
19. 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**
Start the Night Phase.

2 M **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 D **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 **Poppy Grower**
Do not inform the Demon/Minions who each other are

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 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

7 **Poisoner**
The Poisoner points to a player. That player is poisoned.

8 **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

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 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

11 **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.

12 **Pukka**
The Pukka points to a player. That player is poisoned.

13 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

14 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

16 **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.

17 **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.

18 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

19 **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

20 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **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.

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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **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.

8 **Legion**
Choose a player, that player dies.

9 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

10 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

11 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

13 **Undertaker**
If a player was executed today: Show that player's character token.

14 **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.

15 **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.

16 **Bounty Hunter**
If the known evil player has died, point to another evil player.

17 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

18 **Leviathan**
Change the Leviathan Day reminder for the next day.

19 **Dawn**
Wait for a few seconds. End the Night Phase.