

TOWNSFOLK



Artist

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



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.



Empath

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



Town Crier

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Oracle

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

OUTSIDER



Politician

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



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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.

DEMON



Imp

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

Quick Reference

We don't need no demon — by OG-San

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Evil Twin
- 5  Empath
- 6  Fortune Teller
- 7  Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

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

OTHER NIGHTS

- 1  Dusk
- 2  Imp
- 3  Empath
- 4  Fortune Teller
- 5  Town Crier
- 6  Oracle
- 7  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		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.
5		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
6		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.
7		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

We don't need no demon — by OG-San

- 1  **Dusk**
| Start the Night Phase.
- 2  **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.
- 3  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 4  **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.
- 5  **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).
- 6  **Oracle**
| Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.