

TOWNSFOLK



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Alchemist

You have a not-in-play Minion ability.



Engineer

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Farmer

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



Fool

The first time you die, you don't.



Chambermaid

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



Courtier

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Preacher

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.

OUTSIDER



Barber

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



Sweetheart

When you die, 1 player is drunk from now on.



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Saint

If you die by execution, your team loses.

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.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Poisoner

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

DEMON



Legion

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



Po

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



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Pukka

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

Quick Reference

Double Vision — by TZA

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Engineer
- 7  Preacher
- 8  Lil' Monsta
- 9  Poisoner
- 10  Courtier
- 11  Mezephheles
- 12  Pukka
- 13  Amnesiac
- 14  Butler
- 15  General
- 16  Chambermaid
- 17  D Dawn

FABLED, JINXES & LORIC



Alchemist & Mastermind

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.



Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.



Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Engineer
- 4  Preacher
- 5  Poisoner
- 6  Courtier
- 7  Gambler
- 8  Pit-Hag
- 9  Mezephheles
- 10  Exorcist
- 11  Legion
- 12  Pukka
- 13  Po
- 14  Lil' Monsta
- 15  Barber
- 16  Sweetheart
- 17  Amnesiac
- 18  Farmer
- 19  Butler
- 20  General
- 21  Chambermaid
- 22  D 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

Double Vision — by TZA

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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		Alchemist Show the Alchemist a not-in-play Minion token
6		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.
7		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.
8		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
9		Poisoner The Poisoner points to a player. That player is poisoned.
10		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.
11		Mezephheles Show the Mezephheles their secret word.
12		Pukka The Pukka points to a player. That player is poisoned.
13		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Butler The Butler points to a player. Mark that player as 'Master'.
15		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16		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.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Double Vision — by TZA

1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		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.
4		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.
5		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
6		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.
7		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
8		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
9		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
10		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
11		Legion Choose a player, that player dies.
12		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
13		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
14		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
15		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.
16		Sweetheart Choose a player that is drunk.
17		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
18		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.
19		Butler The Butler points to a player. Mark that player as 'Master'.
20		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
21		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.
22		Dawn Wait for a few seconds. End the Night Phase.