

TOWNSFOLK



Steward

You start knowing 1 good player.



Pixie

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



Artist

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



Virgin

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



Juggler

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Exorcist

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



High Priestess

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



Empath

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



Mayor

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



Amnesiac

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



Soldier

You are safe from the Demon.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Saint

If you die by execution, your team loses.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



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.



Pit-Hag

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



Mastermind

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



Poisoner

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

DEMON



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Imp

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

Quick Reference

Creation preaching — by Zapotrack

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lunatic
- 5  Poisoner
- 6  Evil Twin
- 7  Pixie
- 8  Amnesiac
- 9  Empath
- 10  Dawn

FABLED, JINXES & LORIC



Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Pit-Hag
- 4  Lunatic
- 5  Exorcist
- 6  Imp
- 7  Vigormortis
- 8  Acrobat
- 9  Sage
- 10  Amnesiac
- 11  Empath
- 12  Juggler
- 13  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

Creation preaching — by Zapotrack

- 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  **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.
- 5  **Poisoner**
| The Poisoner points to a player. That player is poisoned.
- 6  **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.
- 7  **Pixie**
| Show the Pixie 1 in-play Townsfolk character token.
- 8  **Amnesiac**
| Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 9  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
- 10  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

Creation preaching — by Zapotrack

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		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.
4		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.
5		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.
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		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
8		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
9		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		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.
13		Dawn Wait for a few seconds. End the Night Phase.