

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Dreamer

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



Chambermaid

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Flowergirl

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Seamstress

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



Courtier

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Poppy Grower

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



Acrobat

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Butler

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



Sweetheart

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

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.



Mezephales

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.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMON



Zombuul

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



Vigormortis

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



Pukka

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



Po

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

Quick Reference

Show Me the Majesty — by Hazel Quill

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Snitch
- 6  King
- 7  Poisoner
- 8  Courtier
- 9  Evil Twin
- 10  Cerenovus
- 11  Mezepheles
- 12  Pukka
- 13  Butler
- 14  Clockmaker
- 15  Dreamer
- 16  Seamstress
- 17  Chambermaid
- 18  Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

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

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  Poisoner
- 4  Courtier
- 5  Innkeeper
- 6  Cerenovus
- 7  Mezepheles
- 8  Zombuul
- 9  Pukka
- 10  Po
- 11  Vigormortis
- 12  Gossip
- 13  Acrobat
- 14  Sweetheart
- 15  Choirboy
- 16  Ravenkeeper
- 17  Dreamer
- 18  Flowergirl
- 19  Seamstress
- 20  King
- 21  Butler
- 22  Chambermaid
- 23  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
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First Night

Show Me the Majesty — by Hazel Quill

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		Poppy Grower Do not inform the Demon/Minions who each other are
5		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
6		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		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.
9		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.
10		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
11		Mezepheles Show the Mezepheles their secret word.
12		Pukka The Pukka points to a player. That player is poisoned.
13		Butler The Butler points to a player. Mark that player as 'Master'.
14		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
15		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
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		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.
18		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Show Me the Majesty — by Hazel Quill

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		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.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
7		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.
8		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
9		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
10		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
11		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.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
14		Sweetheart Choose a player that is drunk.
15		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
16		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
17		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
18		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
19		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.
20		King If there are more dead than living, show the King a character token of a living player.
21		Butler The Butler points to a player. Mark that player as 'Master'.
22		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.
23		Dawn Wait for a few seconds. End the Night Phase.