## TOWNSFOLK

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

### Investigator
You start knowing that 1 of 2 players is a particular Minion.

### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

### Steward
You start knowing 1 good player.

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

### 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.

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

### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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

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

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

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

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

## OUTSIDER

### 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.

### Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

### 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

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

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

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

### 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

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

### Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

### Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Poisoner
6. Widow
7. Devil's Advocate
8. Mezepheles
9. Damsel
10. Washerwoman
11. Investigator
12. Empath
13. Fortune Teller
14. Clockmaker
15. General
16. Dawn

## FABLED, JINXES & LORIC

**Widow & Damsel**

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

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Devil's Advocate
5. Mezepheles
6. Legion
7. Imp
8. Vortex
9. Lleech
10. Damsel
11. Ravenkeeper
12. Empath
13. Fortune Teller
14. Undertaker
15. General
16. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 | | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 5 | | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 6 | | **Widow**<br>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. |
| 7 | | **Devil's Advocate**<br>The Devil's Advocate points to a living player. That player survives execution tomorrow. |
| 8 | | **Mezepheles**<br>Show the Mezepheles their secret word. |
| 9 | | **Damsel**<br>Wake all the Minions, show them the 'This character selected you' card and the Damsel token. |
| 10 | | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 11 | | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 12 | | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 13 | | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 14 | | **Clockmaker**<br>Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion. |
| 15 | | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 16 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

5 **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.

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

7 **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.

8 **Vortox**
The Vortox points to a player. That player dies.

9 **Lleech**
The Lleech points to a player. That player dies.

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

11 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

13 **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.

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

15 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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