

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



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.



Clockmaker

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



Flowergirl

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



Town Crier

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



Undertaker

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



Seamstress

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



Artist

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



Sage

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



Mayor

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



Virgin

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

OUTSIDER



Butler

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Mutant

If you are "mad" about being an Outsider, you might be executed.

MINION



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Cerenovus

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



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.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Imp

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



Vigormortis

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

Quick Reference

Sekty přicházejí — by Lokan55

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Evil Twin
- 5  Cerenovus
- 6  Washerwoman
- 7  Investigator
- 8  Chef
- 9  Butler
- 10  Clockmaker
- 11  Seamstress
- 12  Spy
- 13  Dawn

FABLED, JINXES & LORIC

-  **Recluse & Sage**
The Recluse might register as the Demon to the Sage.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Cerenovus
- 3  Scarlet Woman
- 4  Imp
- 5  No Dashii
- 6  Vigormortis
- 7  Sage
- 8  Undertaker
- 9  Flowergirl
- 10  Town Crier
- 11  Seamstress
- 12  Butler
- 13  Spy
- 14  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

Sekty přicházejí — by Lokan55

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		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.
6		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
7		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
8		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		Butler The Butler points to a player. Mark that player as 'Master'.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		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.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Sekty přicházejí — by Lokan55

1		Dusk Start the Night Phase.
2		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.
3		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4		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.
5		No Dashii The No Dashii points to a player. That player dies.
6		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.
7		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
8		Undertaker If a player was executed today: Show that player's character token.
9		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
10		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).
11		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.
12		Butler The Butler points to a player. Mark that player as 'Master'.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		Dawn Wait for a few seconds. End the Night Phase.