

TOWNSFOLK



Mayor

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



Empath

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



Pacifist

Executed good players might not die.



Fool

The first time you die, you don't.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Atheist

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

OUTSIDER



Tinker

You might die at any time.



Recluse

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

MINION



Cerenovus

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



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Shabalothe

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

Murphy's Law — by Tendies

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Cerenovus**
- 5  **Empath**
- 6  **Dawn**

FABLED, JINXES & LORIC

FABLED



Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

RECOMMENDED TRAVELLERS



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Cerenovus**
- 3  **Shabaloth**
- 4  **Tinker**
- 5  **Empath**
- 6  **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

Murphy's Law — by Tendies

- 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  **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.
- 5  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
- 6  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

Murphy's Law — by Tendies

- 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  **Shabaloth**
| One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
- 4  **Tinker**
| The Tinker might die.
- 5  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 6  **Dawn**
| Wait for a few seconds. End the Night Phase.