

## TOWNSFOLK



### Amnesiac

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



### Alchemist

You have a not-in-play Minion ability.



### Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Oracle

Each night\*, you learn how many dead players are evil.



### Fisherman

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



### Investigator

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



### Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Empath

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



### Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



### 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.



### 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.

## OUTSIDER



### Plague Doctor

When you die, the Storyteller gains a Minion ability.



### Tinker

You might die at any time.



### Drunk

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



### Hermit

You have all Outsider abilities. [-0 or -1 Outsider]

## MINION



### Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



### Pit-Hag

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



### Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



### Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

## DEMON



### Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night\*. [+1 Minion]



### Lord of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

The Prophecy — by Kulthozuer

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Preacher
- 6  Lil' Monsta
- 7  Fearmonger
- 8  Amnesiac
- 9  Investigator
- 10  Empath
- 11  Fortune Teller
- 12  Dawn

## FABLED, JINXES & LORIC



### Plague Doctor & Fearmonger

If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.

### BOOTLEGGER RULES

The storyteller secretly picks one player as the "chosen one", they learn this. This player may guess a current wizard wish once a day. If they "bingo" that wish it is disabled and they learn which player made it. Run the guessing like an amnesiac. If there is no wish in play they receive a cold.

### FABLED



#### Djinn

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

### LORIC



#### Bootlegger

This script has homebrew characters or rules.

## OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Pit-Hag
- 4  Fearmonger
- 5  Exorcist
- 6  Fang Gu
- 7  Lil' Monsta
- 8  Amnesiac
- 9  Tinker
- 10  Empath
- 11  Fortune Teller
- 12  Oracle
- 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

*The Prophecy — by Kulthozuer*

|    |                                                                                     |                                                                                                                                                                                                           |
|----|-------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                   |
| 2  |    | <b>Minion Info</b><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  |    | <b>Demon Info</b><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  |    | <b>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                       |
| 5  |    | <b>Preacher</b><br>  The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.                                   |
| 6  |    | <b>Lil' Monsta</b><br>  Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.                                                                                |
| 7  |    | <b>Fearmonger</b><br>  The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.                          |
| 8  |    | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                |
| 9  |    | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                              |
| 10 |   | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                |
| 11 |  | <b>Fortune Teller</b><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.                                              |
| 12 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                             |

# Other Nights

*The Prophecy — by Kulthozuer*

- 1  **Dusk**  
| Start the Night Phase.
- 2  **Preacher**  
| The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
- 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  **Fearmonger**  
| The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
- 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  **Fang Gu**  
| The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
- 7  **Lil' Monsta**  
| Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
- 8  **Amnesiac**  
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 9  **Tinker**  
| The Tinker might die.
- 10  **Empath**  
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 11  **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.
- 12  **Oracle**  
| Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
- 13  **Dawn**  
| Wait for a few seconds. End the Night Phase.