

TOWNSFOLK



Steward

You start knowing 1 good player.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Town Crier

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



Gossip

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



Slayer

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



Seamstress

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



Soldier

You are safe from the Demon.



Farmer

If you die at night, an alive good player becomes a Farmer.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Virgin

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



Acrobat

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

OUTSIDER



Recluse

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



Drunk

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



Poisoner

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



Spy

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMON



Pukka

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



Imp

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

Quick Reference

To Vesta In All — by LJ

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  Poisoner
- 6  Pukka
- 7  Fortune Teller
- 8  Seamstress
- 9  Bounty Hunter
- 10  Spy
- 11  Mathematician
- 12  D Dawn

FABLED, JINXES & LORIC



Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.



Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Imp
- 4  Pukka
- 5  Assassin
- 6  Gossip
- 7  Acrobat
- 8  Farmer
- 9  Moonchild
- 10  Fortune Teller
- 11  Town Crier
- 12  Seamstress
- 13  Bounty Hunter
- 14  Spy
- 15  Mathematician
- 16  D 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

To Vesta In All — by LJ

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		Magician
5		Poisoner The Poisoner points to a player. That player is poisoned.
6		Pukka The Pukka points to a player. That player is poisoned.
7		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
8		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.
9		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
10		Spy Show the Grimoire to the Spy for as long as they need.
11		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

To Vesta In All — by LJ

1		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		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.
4		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
5		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
6		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
7		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
8		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
9		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
10		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.
11		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).
12		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.
13		Bounty Hunter If the known evil player has died, point to another evil player.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
16		Dawn Wait for a few seconds. End the Night Phase.