

TOWNSFOLK



Investigator

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



Chef

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



Bounty Hunter

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



Empath

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



Preacher

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



Town Crier

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



Undertaker

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Alchemist

You have a not-in-play Minion ability.



Ravenkeeper

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Atheist

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Recluse

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Drunk

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner

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



Fearmonger

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



Pit-Hag

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMON



Lil' Monsta

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



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

At War With Reality — by SeaBound

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Poppy Grower
- 6  Snitch
- 7  Engineer
- 8  Preacher
- 9  Lil' Monsta
- 10  Poisoner
- 11  Godfather
- 12  Fearmonger
- 13  Huntsman
- 14  Damsel
- 15  Investigator
- 16  Chef
- 17  Empath
- 18  Bounty Hunter
- 19  Dawn

FABLED, JINXES & LORIC

-  **Lil' Monsta & Poppy Grower**
If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.
-  **Pit-Hag & Damsel**
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.
-  **Lil' Monsta & Psychopath**
If the Psychopath is babysitting Lil' Monsta, they die when executed.

FABLED

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

RECOMMENDED TRAVELLERS

-  **Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).
-  **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.
-  **Scapegoat**
If a player of your alignment is executed, you might be executed instead.
-  **Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.
-  **Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Engineer
- 4  Preacher
- 5  Poisoner
- 6  Pit-Hag
- 7  Fearmonger
- 8  Imp
- 9  Vigormortis
- 10  Lil' Monsta
- 11  Godfather
- 12  Huntsman
- 13  Damsel
- 14  Ravenkeeper
- 15  Empath
- 16  Undertaker
- 17  Town Crier
- 18  Bounty Hunter
- 19  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

At War With Reality — by SeaBound

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Poppy Grower Do not inform the Demon/Minions who each other are
6		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
7		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
8		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.
9		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
10		Poisoner The Poisoner points to a player. That player is poisoned.
11		Godfather Show each of the Outsider tokens in play.
12		Fearmonger 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.
13		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
14		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
15		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
16		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
17		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
18		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.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

At War With Reality — by SeaBound

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
4		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.
5		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
6		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.
7		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.
8		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.
9		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.
10		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.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
13		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
14		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
15		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
16		Undertaker If a player was executed today: Show that player's character token.
17		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).
18		Bounty Hunter If the known evil player has died, point to another evil player.
19		Dawn Wait for a few seconds. End the Night Phase.