

TOWNSFOLK



Empath

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

OUTSIDER



Hermit

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



Mutant

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



Drunk

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



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

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.

DEMON



Pukka

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



No Dashii

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

Quick Reference

Empath's Delight — by Essendiel

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poisoner**
- 5  **Godfather**
- 6  **Pukka**
- 7  **Empath**
- 8  **Dawn**

FABLED, JINXES & LORIC

LORIC



Zenomancer

One or more players each have a goal. When achieved, that player learns a piece of true info.



Pope

There are duplicate good characters in play. They might also be bluffs.

RECOMMENDED TRAVELLERS



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



Cacklejack

Each day, choose a player: a different player changes character tonight.



Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.



Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poisoner**
- 3  **Pukka**
- 4  **No Dashii**
- 5  **Godfather**
- 6  **Empath**
- 7  **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

Empath's Delight — by Essendiel

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		Poisoner The Poisoner points to a player. That player is poisoned.
5		Godfather Show each of the Outsider tokens in play.
6		Pukka The Pukka points to a player. That player is poisoned.
7		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Empath's Delight — by Essendiel

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		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
4		No Dashii The No Dashii points to a player. That player dies.
5		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
6		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
7		Dawn Wait for a few seconds. End the Night Phase.