

Recruitment Event v1.0.0 *by Ekin Koker*

TOWNSFOLK



Investigator

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



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Oracle

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



Undertaker

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



Gossip

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Mayor

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Virgin

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

OUTSIDER



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Moonchild

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



Mutant

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



Sweetheart

When you die, 1 player is drunk from now on.

MINION



Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Godfather

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



Spy

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



Pit-Hag

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Shabaloth

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



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

Recruitment Event — by Ekin Koker

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lunatic
- 5  Snake Charmer
- 6  Godfather
- 7  Mezepheles
- 8  Pixie
- 9  Investigator
- 10  Spy
- 11  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Snake Charmer
- 4  Pit-Hag
- 5  Mezepheles
- 6  Lunatic
- 7  Lycanthrope
- 8  Legion
- 9  Shabaloth
- 10  Vortex
- 11  Godfather
- 12  Gossip
- 13  Sweetheart
- 14  Sage
- 15  Professor
- 16  Moonchild
- 17  Undertaker
- 18  Oracle
- 19  Juggler
- 20  Spy
- 21  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

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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		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
5		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
6		Godfather Show each of the Outsider tokens in play.
7		Mezepheles Show the Mezepheles their secret word.
8		Pixie Show the Pixie 1 in-play Townsfolk character token.
9		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
10		Spy Show the Grimoire to the Spy for as long as they need.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
4		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.
5		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
6		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
7		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
8		Legion Choose a player, that player dies.
9		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
10		Vortex The Vortex points to a player. That player dies.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Sweetheart Choose a player that is drunk.
14		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
15		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
16		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
17		Undertaker If a player was executed today: Show that player's character token.
18		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
19		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
20		Spy Show the Grimoire to the Spy for as long as they need.
21		Dawn Wait for a few seconds. End the Night Phase.