

TOWNSFOLK



Atheist

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



Pixie

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Knight

You start knowing 2 players that are not the Demon.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



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.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Mayor

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



Poppy Grower

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



Tea Lady

If both your alive neighbours are good, they can't die.



Alchemist

You have a not-in-play Minion ability.

OUTSIDER



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Drunk

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



Snitch

Minions start knowing 3 not-in-play characters.



Lunatic

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

MINION



Godfather

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Poisoner

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



Legion

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



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

Edge of Gory — by Mevolas Rubenido

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Poppy Grower**
- 6  **Snitch**
- 7  **Lunatic**
- 8  **Poisoner**
- 9  **Godfather**
- 10  **Devil's Advocate**
- 11  **Witch**
- 12  **Pixie**
- 13  **Librarian**
- 14  **Chambermaid**
- 15  **Leviathan**
- 16  **Dawn**

FABLED, JINXES & LORIC

-  **Riot & Mayor**
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.
-  **Leviathan & Mayor**
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.
-  **Riot & Atheist**
During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.

FABLED

-  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

RECOMMENDED TRAVELLERS

-  **Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.
-  **Gunslinger**
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.
-  **Deviant**
If you were funny today, you cannot die by exile.
-  **Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.
-  **Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poppy Grower**
- 3  **Poisoner**
- 4  **Devil's Advocate**
- 5  **Witch**
- 6  **Lunatic**
- 7  **Legion**
- 8  **Zombuul**
- 9  **Godfather**
- 10  **Gossip**
- 11  **Town Crier**
- 12  **Chambermaid**
- 13  **Leviathan**
- 14  **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		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		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.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		Godfather Show each of the Outsider tokens in play.
10		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
11		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
12		Pixie Show the Pixie 1 in-play Townsfolk character token.
13		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
14		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
15		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
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		Legion Choose a player, that player dies.
8		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
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		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
13		Leviathan Change the Leviathan Day reminder for the next day.
14		Dawn Wait for a few seconds. End the Night Phase.