

TOWNSFOLK



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Empath

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



High Priestess

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Magician

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

OUTSIDER



Recluse

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



Lunatic

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

MINION



Spy

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



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Hat Trick — by Flyingludicolo

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Magician**
- 5  **Lunatic**
- 6  **Marionette**
- 7  **Lleech**
- 8  **Empath**
- 9  **Balloonist**
- 10  **Spy**
- 11  **Dawn**

FABLED, JINXES & LORIC

-  **Magician & Spy**
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.
-  **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Lunatic**
- 3  **Exorcist**
- 4  **Lleech**
- 5  **Empath**
- 6  **Balloonist**
- 7  **Spy**
- 8  **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

Hat Trick — by Flyingludicolo

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		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.
6		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
7		Lleech The Lleech points to a player. Place the Poisoned reminder token.
8		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to 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

Hat Trick — by Flyingludicolo

- 1  **Dusk**
| Start the Night Phase.
- 2  **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.
- 3  **Exorcist**
| The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
- 4  **Lleech**
| The Lleech points to a player. That player dies.
- 5  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 6  **Balloonist**
| Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
- 7  **Spy**
| Show the Grimoire to the Spy for as long as they need.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.