

TOWNSFOLK



Empath

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Flowergirl

Each night*, you learn if a Demon voted today.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Sage

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



Mayor

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

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.

MINION



Goblin

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMON



Vortex

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

Quick Reference

Fish of Truth — by Malashaan

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Cerenovus
- 5  Empath
- 6  Dawn

FABLED, JINXES & LORIC

-  **Cerenovus & Goblin**
The Cerenovus may choose to make a player mad that they are the Goblin.
- FABLED**
 -  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Monk
- 3  Cerenovus
- 4  Vortex
- 5  Sage
- 6  Empath
- 7  Flowergirl
- 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

Fish of Truth — by Malashaan

- 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  **Cerenovus**
| The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
- 5  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
- 6  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

Fish of Truth — by Malashaan

1		Dusk Start the Night Phase.
2		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
3		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
4		Vortex The Vortex points to a player. That player dies.
5		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
6		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
7		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
8		Dawn Wait for a few seconds. End the Night Phase.