

TOWNSFOLK



Investigator

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Flowergirl

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Lycanthrope

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



Exorcist

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Professor

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



Pacifist

Executed good players might not die.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Golem

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

MINION



Goblin

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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]

Quick Reference

Lost Pyramid of Susamogus (v2.0) — by Maya (jvix)

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  King
- 6  Engineer
- 7  Preacher
- 8  Courtier
- 9  Evil Twin
- 10  Investigator
- 11  Clockmaker
- 12  Leviathan
- 13  Dawn

FABLED, JINXES & LORIC

-  **Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.
-  **Leviathan & Exorcist**
If the Leviathan nominates and executes the Exorcist-chosen player, good wins.
-  **Vizier & Courtier**
If the Vizier loses their ability, they learn this, and cannot die during the day.
-  **Legion & Minstrel**
If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.
-  **Al-Hadikhia & Mastermind**
If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.
-  **Legion & Preacher**
If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.
-  **Vizier & Preacher**
If the Vizier loses their ability, they learn this, and cannot die during the day.
-  **Leviathan & King**
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.
-  **Legion & Engineer**
If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

FABLED

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

OTHER NIGHTS

- 1  Dusk
- 2  Engineer
- 3  Preacher
- 4  Courtier
- 5  Gambler
- 6  Exorcist
- 7  Lycanthrope
- 8  Legion
- 9  Al-Hadikhia
- 10  Acrobat
- 11  Professor
- 12  Flowergirl
- 13  King
- 14  Leviathan
- 15  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

Lost Pyramid of Susamogus (v2.0) — by Maya (jvix)

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		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.
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
7		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
8		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
9		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
10		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
11		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **Engineer**
| The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
- 3  **Preacher**
| The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
- 4  **Courtier**
| Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
- 5  **Gambler**
| The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
- 6  **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.
- 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  **Al-Hadikhia**
| The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
- 10  **Acrobat**
| If a good living neighbour is drunk or poisoned, the Acrobat player dies.
- 11  **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.
- 12  **Flowergirl**
| Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
- 13  **King**
| If there are more dead than living, show the King a character token of a living player.
- 14  **Leviathan**
| Change the Leviathan Day reminder for the next day.
- 15  **Dawn**
| Wait for a few seconds. End the Night Phase.