

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.



Pixie

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Preacher

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



Chambermaid

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



King

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Oracle

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Juggler

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



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Fool

The first time you die, you don't.

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Goon

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Zealot

If there are 5 or more players alive, you must vote for every nomination.

MINION



Devil's Advocate

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



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Marionette

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



Vizier

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

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Leech

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

The Power Behind The Throne — by Psyix

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **King**
- 5  **Sailor**
- 6  **Marionette**
- 7  **Preacher**
- 8  **Lleech**
- 9  **Devil's Advocate**
- 10  **Pixie**
- 11  **Investigator**
- 12  **Butler**
- 13  **Clockmaker**
- 14  **Dreamer**
- 15  **Chambermaid**
- 16  **Dawn**

FABLED, JINXES & LORIC

-  **Vizier & Alsaahir**
The Storyteller doesn't declare the Vizier is in play.
-  **Vizier & Zealot**
The Zealot might register as evil to the Vizier.
-  **Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.
-  **Vizier & Preacher**
If the Vizier loses their ability, they learn this, and cannot die during the day.

FABLED

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Sailor**
- 3  **Preacher**
- 4  **Devil's Advocate**
- 5  **Imp**
- 6  **Vigormortis**
- 7  **Lleech**
- 8  **Choirboy**
- 9  **Dreamer**
- 10  **Oracle**
- 11  **Juggler**
- 12  **King**
- 13  **Butler**
- 14  **Chambermaid**
- 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

The Power Behind The Throne — by Psyix

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		Pixie Show the Pixie 1 in-play Townsfolk character token.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		Butler The Butler points to a player. Mark that player as 'Master'.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

The Power Behind The Throne — by Psyix

1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
6		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
7		Leech The Leech points to a player. That player dies.
8		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
11		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.
12		King If there are more dead than living, show the King a character token of a living player.
13		Butler The Butler points to a player. Mark that player as 'Master'.
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		Dawn Wait for a few seconds. End the Night Phase.