This Statement is True v1.0.0 *by Alex & Chiz*

Djinn

TOWNSFOLK

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.

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.

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

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

Soldier
You are safe from the Demon.

Alchemist
You have a not-in-play Minion ability.

Farmer
If you die at night, an alive good player becomes a Farmer.

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

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

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

OUTSIDER

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

Saint
If you die by execution, your team loses.

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

Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

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.

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

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

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

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

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Preacher
8. Godfather
9. Witch
10. Fearmonger
11. Pixie
12. Butler
13. Clockmaker
14. Nightwatchman
15. Chambermaid
16. Dawn

FABLED, JINXES & LORIC

Alchemist & Mastermind

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Preacher
4. Monk
5. Witch
6. Fearmonger
7. Lunatic
8. Vortox
9. Assassin
10. Godfather
11. Gossip
12. Farmer
13. Moonchild
14. Nightwatchman
15. Butler
16. Chambermaid
17. 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	D	**Dusk** Start the Night Phase.
2	M	**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	D	**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		**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.
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		**Godfather** Show each of the Outsider tokens in play.
9		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
10		**Fearmonger** The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
11		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
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		**Nightwatchman** The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
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	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7 **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.

8 **Vortox**
The Vortox points to a player. That player dies.

9 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

10 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

11 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

12 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

13 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

14 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

15 **Butler**
The Butler points to a player. Mark that player as 'Master'.

16 **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.

17 D **Dawn**
Wait for a few seconds. End the Night Phase.