

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Empath

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



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler

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



Gossip

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



Professor

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Alchemist

You have a not-in-play Minion ability.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Acrobat

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

OUTSIDER



Drunk

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



Golem

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



Moonchild

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Spy

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



Goblin

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

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Imp

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



Shabalothe

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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

That Pesky Virgin — by Manny & Viva La Sam

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Poisoner
- 7  Godfather
- 8  Pukka
- 9  Chef
- 10  Empath
- 11  Grandmother
- 12  Spy
- 13  D Dawn

FABLED, JINXES & LORIC



Alchemist & Spy

An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poisoner
- 4  Innkeeper
- 5  Gambler
- 6  Legion
- 7  Imp
- 8  Pukka
- 9  Shabaloth
- 10  Godfather
- 11  Gossip
- 12  Acrobat
- 13  Professor
- 14  Moonchild
- 15  Grandmother
- 16  Empath
- 17  Town Crier
- 18  Oracle
- 19  Spy
- 20  D 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

That Pesky Virgin — by Manny & Viva La Sam

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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		Alchemist Show the Alchemist a not-in-play Minion token
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Godfather Show each of the Outsider tokens in play.
8		Pukka The Pukka points to a player. That player is poisoned.
9		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		Grandmother Show the marked character token. Point to the marked player.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

That Pesky Virgin — by Manny & Viva La Sam

1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6		Legion Choose a player, that player dies.
7		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.
8		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
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		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
13		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.
14		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
15		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
16		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
17		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
18		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
19		Spy Show the Grimoire to the Spy for as long as they need.
20		Dawn Wait for a few seconds. End the Night Phase.