

TOWNSFOLK



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Empath

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Lycanthrope

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



Flowergirl

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Fisherman

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Sage

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



Tea Lady

If both your alive neighbours are good, they can't die.

OUTSIDER



Goon

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Saint

If you die by execution, your team loses.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



Spy

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



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Imp

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

Quick Reference

Just Because You're Paranoid — by Grolen

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Lunatic
- 5  Lil' Monsta
- 6  Snake Charmer
- 7  Mezepheles
- 8  Empath
- 9  Fortune Teller
- 10  Seamstress
- 11  Bounty Hunter
- 12  Cult Leader
- 13  Spy
- 14  D Dawn

FABLED, JINXES & LORIC

 **Recluse & Sage**
The Recluse might register as the Demon to the Sage.

FABLED

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

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Mezepheles
- 4  Lunatic
- 5  Lycanthrope
- 6  Imp
- 7  Zombuul
- 8  Fang Gu
- 9  Lil' Monsta
- 10  Sage
- 11  Empath
- 12  Fortune Teller
- 13  Flowergirl
- 14  Seamstress
- 15  Bounty Hunter
- 16  Cult Leader
- 17  Spy
- 18  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

Just Because You're Paranoid — by Grolen

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		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.
5		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7		Mezepheles Show the Mezepheles their secret word.
8		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
10		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
11		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
12		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Just Because You're Paranoid — by Grolen

1		Dusk Start the Night Phase.
2		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
3		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
4		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.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		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.
7		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
8		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
9		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
10		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
11		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
13		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
14		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
15		Bounty Hunter If the known evil player has died, point to another evil player.
16		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
17		Spy Show the Grimoire to the Spy for as long as they need.
18		Dawn Wait for a few seconds. End the Night Phase.