

TOWNSFOLK



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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.



Cult Leader

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



Monk

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



Exorcist

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



Gossip

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Tea Lady

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



Sage

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



Choirboy

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



Virgin

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



Minstrel

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Saint

If you die by execution, your team loses.



Recluse

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



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Drunk

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

MINION



Devil's Advocate

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



Mezepheles

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

DEMON



Li'l Monsta

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



Imp

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



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

Thoughts and Prayers — by Zadon

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  King
- 6  Preacher
- 7  Lil' Monsta
- 8  Devil's Advocate
- 9  Witch
- 10  Fearmonger
- 11  Mezepheles
- 12  Librarian
- 13  Cult Leader
- 14  Dawn

FABLED, JINXES & LORIC



Legion & Minstrel

If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.



Recluse & Sage

The Recluse might register as the Demon to the Sage.



Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Monk
- 4  Devil's Advocate
- 5  Witch
- 6  Fearmonger
- 7  Mezepheles
- 8  Exorcist
- 9  Legion
- 10  Imp
- 11  Lil' Monsta
- 12  Gossip
- 13  Sage
- 14  Choirboy
- 15  King
- 16  Cult Leader
- 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

Thoughts and Prayers — by Zadon

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		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.
7		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
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		Mezephheles Show the Mezephheles their secret word.
12		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
13		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Thoughts and Prayers — by Zadon

1		Dusk Start the Night Phase.
2		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.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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		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.
8		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.
9		Legion Choose a player, that player dies.
10		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.
11		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.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
14		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
15		King If there are more dead than living, show the King a character token of a living 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		Dawn Wait for a few seconds. End the Night Phase.