

TOWNSFOLK



Empath

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



Juggler

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



Slayer

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



Seamstress

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



Soldier

You are safe from the Demon.



Atheist

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

OUTSIDER



Saint

If you die by execution, your team loses.



Golem

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

MINION



Witch

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



Goblin

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

DEMON



Vortex

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



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

Don't Miss — by James P

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Witch
- 5  Empath
- 6  Seamstress
- 7  Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

- 1  Dusk
- 2  Witch
- 3  Legion
- 4  Vortex
- 5  Empath
- 6  Seamstress
- 7  Juggler
- 8  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  **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  **Witch**
| The Witch points to a player. If that player nominates tomorrow they die immediately.
- 5  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
- 6  **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.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
3		Legion Choose a player, that player dies.
4		Vortex The Vortex points to a player. That player dies.
5		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
6		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.
7		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.
8		Dawn Wait for a few seconds. End the Night Phase.