

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Bounty Hunter

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



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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.



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.



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.



Seamstress

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



Farmer

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



Mayor

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Tinker

You might die at any time.



Recluse

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Godfather

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



Mezephales

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Imp

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Adam West is Lost in Corn — by Malashaan & Reznora

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Marionette
- 5  Godfather
- 6  Mezepheles
- 7  Pixie
- 8  Fortune Teller
- 9  Seamstress
- 10  Noble
- 11  Bounty Hunter
- 12  General
- 13  D Dawn

FABLED, JINXES & LORIC

LORIC



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Gambler
- 4  Mezepheles
- 5  Scarlet Woman
- 6  Legion
- 7  Imp
- 8  Po
- 9  Vortex
- 10  Godfather
- 11  Barber
- 12  Farmer
- 13  Tinker
- 14  Fortune Teller
- 15  Seamstress
- 16  Bounty Hunter
- 17  General
- 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

Adam West is Lost in Corn — by Malashaan & Reznora

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		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5		Godfather Show each of the Outsider tokens in play.
6		Mezepheles Show the Mezepheles their secret word.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		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.
9		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.
10		Noble Point to 3 players including one evil player, in no particular order.
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		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Adam West is Lost in Corn — by Malashaan & Reznora

1		Dusk Start the Night Phase.
2		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		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.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
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		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
9		Vortex The Vortex points to a player. That player dies.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Barber If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
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		Tinker The Tinker might die.
14		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.
15		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.
16		Bounty Hunter If the known evil player has died, point to another evil player.
17		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18		Dawn Wait for a few seconds. End the Night Phase.