

TOWNSFOLK



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Librarian

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Empath

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Savant

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



Undertaker

Each night*, you learn which character died by execution today.



Fisherman

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



Philosopher

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Fool

The first time you die, you don't.



Mayor

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

OUTSIDER



Drunk

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



Mutant

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



Sweetheart

When you die, 1 player is drunk from now on.



Tinker

You might die at any time.

MINION



Devil's Advocate

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



Godfather

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



Mezephheles

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



Poisoner

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

DEMON



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Lil' Monsta

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



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

Lurk & Seek — by Ben R

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Sailor
- 6  Preacher
- 7  Lil' Monsta
- 8  Leech
- 9  Poisoner
- 10  Godfather
- 11  Devil's Advocate
- 12  Mezephales
- 13  Amnesiac
- 14  Librarian
- 15  Investigator
- 16  Empath
- 17  Chambermaid
- 18  D Dawn

FABLED, JINXES & LORIC



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  Philosopher
- 3  Sailor
- 4  Preacher
- 5  Poisoner
- 6  Devil's Advocate
- 7  Mezephales
- 8  Legion
- 9  Leech
- 10  Lil' Monsta
- 11  Godfather
- 12  Sweetheart
- 13  Amnesiac
- 14  Tinker
- 15  Empath
- 16  Undertaker
- 17  Chambermaid
- 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

Lurk & Seek — by Ben R

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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Poisoner The Poisoner points to a player. That player is poisoned.
10		Godfather Show each of the Outsider tokens in play.
11		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
12		Mezepheles Show the Mezepheles their secret word.
13		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
15		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
16		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
17		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
18		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Lurk & Seek — by Ben R

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		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
4		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.
5		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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		Legion Choose a player, that player dies.
9		Lleech The Lleech points to a player. That player dies.
10		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.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Sweetheart Choose a player that is drunk.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Tinker The Tinker might die.
15		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
16		Undertaker If a player was executed today: Show that player's character token.
17		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
18		Dawn Wait for a few seconds. End the Night Phase.