

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Pixie

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



Empath

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



Artist

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, 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



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON



Lil' Monsta

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



Vortex

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

Quick Reference

Spooky Tea — by Zets

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Lunatic
- 5  Engineer
- 6  Lil' Monsta
- 7  Widow
- 8  Fearmonger
- 9  Pixie
- 10  Chef
- 11  Empath
- 12  D Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

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



Duchess

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

OTHER NIGHTS

- 1  Dusk
- 2  Engineer
- 3  Fearmonger
- 4  Lunatic
- 5  Vortex
- 6  Lil' Monsta
- 7  Empath
- 8  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

Spooky Tea — by Zets

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		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
8		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.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Spooky Tea — by Zets

- 1  **Dusk**
| Start the Night Phase.
- 2  **Engineer**
| The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
- 3  **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.
- 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  **Vortex**
| The Vortex points to a player. That player dies.
- 6  **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.
- 7  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.