

TOWNSFOLK



Washerwoman

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



Librarian

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



Investigator

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



Noble

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



Empath

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



Oracle

Each night*, you learn how many dead players are evil.



Undertaker

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Artist

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



Sage

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



Soldier

You are safe from the Demon.



Monk

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



Fool

The first time you die, you don't.

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Sweetheart

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



Tinker

You might die at any time.



Mutant

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

MINION



Poisoner

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Godfather

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



Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMON



Imp

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

Quick Reference

Crimson Carnival — by Quizoid

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  Poisoner
- 6  Godfather
- 7  Washerwoman
- 8  Librarian
- 9  Investigator
- 10  Empath
- 11  Noble
- 12  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Gambler
- 4  Monk
- 5  Imp
- 6  Assassin
- 7  Godfather
- 8  Sweetheart
- 9  Sage
- 10  Tinker
- 11  Empath
- 12  Undertaker
- 13  Oracle
- 14  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

Crimson Carnival — by Quizoid

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		Poisoner The Poisoner points to a player. That player is poisoned.
6		Godfather Show each of the Outsider tokens in play.
7		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
8		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		Noble Point to 3 players including one evil player, in no particular order.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Crimson Carnival — by Quizoid

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		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.
6		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Sweetheart Choose a player that is drunk.
9		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
10		Tinker The Tinker might die.
11		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		Undertaker If a player was executed today: Show that player's character token.
13		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
14		Dawn Wait for a few seconds. End the Night Phase.