A Tale of Heresy v1.0.0 *by Alisa*

Storm Catcher Djinn

TOWNSFOLK



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



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



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.



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Saint
If you die by execution, your team loses.



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



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.



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

MINION



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Cerenovus
6. Pukka
7. Pixie
8. Chef
9. Empath
10. Dreamer
11. Noble
12. Bounty Hunter
13. Nightwatchman
14. Spy
15. Dawn

FABLED, JINXES & LORIC

Heretic & Spy
Only 1 jinxed character can be in play.

Magician & Spy
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Heretic & Baron
Only 1 jinxed character can be in play.

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

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. Cerenovus
4. Pukka
5. Professor
6. Empath
7. Dreamer
8. Juggler
9. Bounty Hunter
10. Nightwatchman
11. Spy
12. 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 D
Dusk
Start the Night Phase.

2 M
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 D
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 
Magician

5 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 
Pukka
The Pukka points to a player. That player is poisoned.

7 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

8 
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

9 
Empath
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

10 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11 
Noble
Point to 3 players including one evil player, in no particular order.

12 
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.

13 
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

14 
Spy
Show the Grimoire to the Spy for as long as they need.

15 D
Dawn
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **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 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

4 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

5 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

6 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

7 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

8 **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.

9 **Bounty Hunter**
If the known evil player has died, point to another evil player.

10 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

11 **Spy**
Show the Grimoire to the Spy for as long as they need.

12 D **Dawn**
Wait for a few seconds. End the Night Phase.