

TOWNSFOLK



Librarian

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



Washerwoman

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Chambermaid

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Empath

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



Town Crier

Each night*, you learn if a Minion nominated today.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Alchemist

You have a not-in-play Minion ability.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Mutant

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Snitch

Minions start knowing 3 not-in-play characters.



Drunk

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



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



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.



Assassin

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



Cerenovus

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



Mezepheles

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

DEMON



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Apocalypse Later — by Caitlynn

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Alchemist
- 6  Poppy Grower
- 7  Snitch
- 8  Lunatic
- 9  Snake Charmer
- 10  Cerenovus
- 11  Mezepheles
- 12  Huntsman
- 13  Damsel
- 14  Washerwoman
- 15  Librarian
- 16  Empath
- 17  Balloonist
- 18  Chambermaid
- 19  Leviathan
- 20  D Dawn

FABLED, JINXES & LORIC



Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poppy Grower
- 4  Snake Charmer
- 5  Cerenovus
- 6  Mezepheles
- 7  Lunatic
- 8  Assassin
- 9  Huntsman
- 10  Damsel
- 11  Empath
- 12  Town Crier
- 13  Balloonist
- 14  Chambermaid
- 15  Leviathan
- 16  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

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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		Alchemist Show the Alchemist a not-in-play Minion token
6		Poppy Grower Do not inform the Demon/Minions who each other are
7		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.
8		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.
9		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
10		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.
11		Mezepheles Show the Mezepheles their secret word.
12		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
13		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
14		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
15		Librarian Show the character token of an Outsider 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		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
18		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.
19		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
20		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
4		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
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		Mezephheles Wake the 1st good player that said the Mezephheles' secret word and show them the 'You are' card and the thumbs down evil signal.
7		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.
8		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.
9		Huntsman The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
10		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
11		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
13		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
14		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.
15		Leviathan Change the Leviathan Day reminder for the next day.
16		Dawn Wait for a few seconds. End the Night Phase.