

TOWNSFOLK



Washerwoman

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



Investigator

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Balloonist

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Dreamer

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



Savant

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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.



Farmer

If you die at night, an alive good player becomes a Farmer.



Mayor

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



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.



Mutant

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



Snitch

Minions start knowing 3 not-in-play characters.



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



Spy

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



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



Lil' Monsta

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



Imp

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



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

Heart Full of Fire — by Axolator

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Snitch
- 5  Lil' Monsta
- 6  Evil Twin
- 7  Washerwoman
- 8  Investigator
- 9  Dreamer
- 10  Seamstress
- 11  Balloonist
- 12  Spy
- 13  D Dawn

FABLED, JINXES & LORIC

LORIC



Hindu

The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

RECOMMENDED TRAVELLERS



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

- 1  D Dusk
- 2  Legion
- 3  Imp
- 4  Lil' Monsta
- 5  Farmer
- 6  Dreamer
- 7  Seamstress
- 8  Balloonist
- 9  Spy
- 10  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

Heart Full of Fire — by Axolator

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		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
7		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
8		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
11		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.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Heart Full of Fire — by Axolator

- 1  **Dusk**
| Start the Night Phase.
- 2  **Legion**
| Choose a player, that player dies.
- 3  **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.
- 4  **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.
- 5  **Farmer**
| If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
- 6  **Dreamer**
| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
- 7  **Seamstress**
| If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
- 8  **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.
- 9  **Spy**
| Show the Grimoire to the Spy for as long as they need.
- 10  **Dawn**
| Wait for a few seconds. End the Night Phase.