

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Noble

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



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]



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Gambler

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



Oracle

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



Town Crier

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



Nightwatchman

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



Fisherman

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Savant

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Magician

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Drunk

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Tinker

You might die at any time.

MINION



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.



Mezephales

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



Poisoner

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



Baron

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

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

Hello Priestess — by Ben Burns

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Magician
- 5  Preacher
- 6  Poisoner
- 7  Cerenovus
- 8  Mezepheles
- 9  Noble
- 10  Balloonist
- 11  Nightwatchman
- 12  Leviathan
- 13  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Poisoner
- 4  Gambler
- 5  Cerenovus
- 6  Mezepheles
- 7  Assassin
- 8  Gossip
- 9  Acrobat
- 10  Tinker
- 11  Town Crier
- 12  Oracle
- 13  Balloonist
- 14  Nightwatchman
- 15  Leviathan
- 16  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

Hello Priestess — by Ben Burns

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		Magician
5		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		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.
8		Mezepheles Show the Mezepheles their secret word.
9		Noble Point to 3 players including one evil player, in no particular order.
10		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.
11		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.
12		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Hello Priestess — by Ben Burns

1		Dusk Start the Night Phase.
2		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
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		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
7		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.
8		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10		Tinker The Tinker might die.
11		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).
12		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
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		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.
15		Leviathan Change the Leviathan Day reminder for the next day.
16		Dawn Wait for a few seconds. End the Night Phase.