

Faketeer's Collection



1st Edition:
Enter the Spiral
Almanac

Greetings! Welcome to Faketier's Collection by (im disappointed you had to ask). This is the 1st edition of said collection featuring 3 scripts and 49 characters (mostly Demons but i presume thats why youre here) that set out to change the game in their own ways. But first lets give credit to the awesome folks who helped make this a reality.

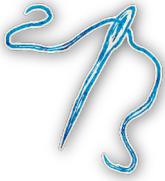
- The folks at TCC who playtested the scripts for me
- The folks at APoC and Unofficial who gave feedback on individual characters and scripts
- Eddy for helping with Cultist's icon
- Nunny for inspiring me to do this
- TPI for making this awesome board game that let me make this possible
- (as corny as this is) You, dear reader, who are most likely using these characters in whatever scripts you're making
- also me who kinda made the characters and the icons now lets get to the good part

also just a small request from me to please dont use any art used in this collection for other projects outside of FTC, please ask (discord is faketier)



Townsfolk

Pages 4-28



"Sir Armun has ordered for such exquisite outfits to the circus. Such eccentric ones too. Is he the main event, a spectator or someone who wishes to disrupt the show?"

Tailor

Ability: You start knowing 1 character from 3 character types, 1 of which is in-play.

Tailor has insight in what is in the bag.

The **Tailor** starts knowing 1 character from any 3 character types in any order, only one of these characters are in-play.

Only 1 character per character type.

It can be from any combination of **Townsfolk**, **Outsiders**, **Minions**, or **Demons**, in any order.

How To Run

When preparing the 1st night, mark any player with the **Knows** token.

On the 1st night, wake the **Tailor** and show them the character token of the player marked **Knows** and any 2 character tokens from 2 different character types, in any order. Put the **Tailor** to sleep.

Examples

The **Tailor** starts knowing that 1 of the **Witch**, **Mutant** and **Zhobazhbu** are in-play. The **Zhobazhbu** is in-play and removed the 1 **Outsider** that was meant to be in-play with their **Minion** being the **Harpy**.

The **Spy** registered as the **Washerwoman** and the **Tailor** learns that 1 of the **Washerwoman**, **Saint** or **Baron** are in-play.

Json

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  "firstNight": 56  
}
```



"Attack. Reduce
cooldown of all Attack
cards by 2"

Star Pierce

Ability: You start knowing an in-play Minion. Each night*, guess who it is: learn if you're right.

Star Pierce always knows what they're after.

The **Star Pierce** starts knowing a **Minion** character that is in-play and each night after that, they also guess the player they are after.

If the **Star Pierce** successfully guesses, they learn they did so.

Whoever the **Star Pierce** was initially target will remain their target no matter the character or alignment changes.

The **Star Pierce** only learns their target's starting character.

Even if the **Star Pierce** started **drunk** or **poisoned**, they must have a **Minion** target when they are **sober** and **healthy**, even if they are not the character they saw.

How To Run

When preparing the 1st night, mark any **Minion** with the **Target** token.

On the 1st night, wake the **Star Pierce** and show them that **Minion** player's character token. Put them to sleep.

Every night after the 1st, wake the **Star Pierce**. They point at any player. If they are marked with the **Target** token, nod "yes", otherwise shake your head "no".

Examples

The **Star Pierce** learns that the **Scarlet Woman** is in play. They choose a player and learn they are its target. The **Demon** dies and the **Scarlet Woman** becomes the **Demon**. **Star Pierce** chooses them again and learns they are still its target.

The **Star Pierce** is **drunk** or **poisoned**. They learn the incorrect **Minion** character but when they are **sober** and **healthy**, they have an actual target they choose the next night and learn yes.

Jinxes

Vizier: If the **Star Pierce** learns that the **Vizier** is in-play, the existence of the **Vizier** is not announced by the **Storyteller**.

Json

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  "firstNightReminder": "Show the token of a Minion in-play.",
  "otherNightReminder": "The Star Pierce points to a player. Nod yes or shake no to indicate if they are the target.",
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  ],
  "name": "Star Pierce - π",
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  "ability": "You start knowing an in-play Minion. Each night*, guess who it is: learn if you're right.",
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  "otherNight": 75,
  "jinxes": [
    {
      "id": "vizier",
      "reason": "If the Star Pierce learns that the Vizier is in-play, the existence of the Vizier is not announced by the Storyteller."
    }
  ]
}
```



"Gain 3 Focus status"

Focus

Ability: You start knowing the answer to a question. Each day, privately guess what it is: you learn how accurate you are.

Focus has to reverse engineer.

The **Focus** starts knowing an answer to a question they don't know, and each day may privately guess what that question is.

The **Focus** learns how accurate their guess was from a 5 point scale of freezing to boiling with bingo being the question.

The question can be about anything and the guesses can be questions about aspects to the question.

If **Focus** was **drunk** or **poisoned** when learning the answer, the question must still be an answer to the question, even if it is wrong.

How To Run

When preparing the 1st night, write down any question on a piece of paper and its answer on the back of it. On the 1st night, wake the **Focus**, show them the answer part then put them to sleep.

Each day, the **Focus** makes a guess about the question in private. Answer "Freezing", "Cold", "Warm", "Hot", "Boiling", or "Bingo". If Bingo, you may show them the full question card.

Examples

The **Focus** learns 2, 1, 0. They guess that the question is "What would each **Outsider** learn if they had the **Empath** ability?" The question was "What would each **Outsider** learn if they had the **Empath** ability, starting from closest clockwise to furthest?" and they learn so from their guess being accurate enough.

Focus starts out **drunk** or **poisoned** and learns "...you learn this. [-? to +? **Heretics**]". They are naturally scared. When they are **sober** and **healthy**, they guess "What is the second half of the **Obscrul's** ability?". They learn this is the exact question. The real answer, however, was "None, it is not-in-play."

Json

```
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  ],  
  "firstNightReminder": "Decide Focus' question. Show Focus a piece of paper with the answer to that question or signal it if possible.",  
  "name": "Focus - π",  
  "team": "townsfolk",  
  "ability": "You start knowing the answer to a question. Each day, privately guess what it is: you learn how accurate you are.",  
  "flavor": "Gain 3 Focus status",  
  "firstNight": 75  
}
```



"Attack twice. After the attack, if the card was placed in an odd-numbered position on the field, increase the Attack Power of this card by 1 & refuse cooldown by 4"

Jump Strike

Ability: You start knowing a player's character type. Each night*, learn their next non-Traveller clockwise neighbor's character type.

Jump Strike gets workable info.

The **Jump Strike** starts knowing a character type that belongs to a player, and after that, learns the character type of their next clockwise neighbor.

The **Jump Strike** does not know who the players they check are, only their character types.

The **Jump Strike**'s ability skips **Travellers**.

If the **Jump Strike** is **drunk** or **poisoned**, the marker that denotes who they learn next must still move.

How To Run

When preparing the 1st night, mark any non-**Traveller** player with the **Learnt** token.

On the 1st night, wake **Jump Strike**, use the corresponding reminder tokens to indicate the player marked with **Learnt's** character type then put them to sleep.

Every night after the 1st,, move the **Learnt** token 1 step clockwise, skipping any **Travellers**. Wake **Jump Strike**, use the corresponding reminder tokens to indicate that player's character type then put them to sleep.

Examples

The **Jump Strike** learns **Demon**. The **Demon's** clockwise neighbors are the **Tyrant**, **Savant**, **Voudon**, **Stress**. The next 3 nights, they learn **Minion**, **Townsfolk**, **Outsider**.

The **Jump Strike's** line is **Townsfolk**, **Townsfolk**, **Outsider**, **Minion**. They are **drunk** or **poisoned** on the 2nd night only but on the 3rd night, they learn **Outsider**.

Json

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  ],  
  "firstNightReminder": "Mark a player with the Learnt token then wake Jump Strike. Show them the character type of the marked player via the reminder tokens.",  
  "otherNightReminder": "The previously marked player's clockwise neighbor, skipping Travellers, is marked instead. Wake Jump Strike and show them the character type of the marked player via the reminder tokens.",  
  "reminders": [  
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    "Outsider",  
    "Minion",  
    "Demon",  
    "Learnt"  
  ],  
  "name": "Jump Strike - π",  
  "team": "townsfolk",  
  "ability": "You start knowing a player's character type. Each night*, learn their next non-Traveller clockwise neighbor's character type.",  
  "flavor": "Attack twice. After the attack, if the card was placed in an odd-numbered position on the field, increase the Attack Power of this card by 1 & refuse cooldown by 4",  
  "firstNight": 47,  
  "otherNight": 75  
}
```



"That's what a Demon would say."

Cynic

Ability: Each night, choose a player: learn their character. All players register as Minions or Demons to you.

Cynic doubts everyone.

Each night, the **Cynic** chooses a player and learns their character.

All players register as a **Minion** or **Demon** to the **Cynic**'s ability.

How To Run

Every night, wake the **Cynic**, they point at a player. If they are a **Minion** or **Demon**, show their character token. Otherwise show them any **Minion** or **Demon** character token. Put them to sleep.

Examples

The **Cynic** chooses the **Imp** and learns they are the **Imp**. They then choose the **Slayer** and learns they are the **Widow**.

The **Cynic** chooses the **Harlot** and learns they are the **Witch**.

Json

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    ion/blob/main/Townsfolk/  
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  ],  
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  show them that character token. Otherwise  
  show them any evil character token.",  
  "otherNightReminder": "The Cynic points  
  to a player. If they are an evil character,  
  show them that character token. Otherwise  
  show them any evil character token.",  
  "name": "Cynic- π",  
  "team": "townsfolk",  
  "ability": "Each night, choose a player:  
  learn their character. Good characters  
  register as evil characters to you.",  
  "flavor": "That's what a Demon would  
  say.",  
  "firstNight": 62,  
  "otherNight": 77  
}
```



"Gotcha."

Interceptor

Ability: Each night, choose a good character (not yours): learn that it is between 2 players. If not-in-play, learn false info.

Interceptor gets info on who's what.

Each night, the **Interceptor** chooses a character and learns they are 1 of 2 players.

The **Interceptor** can only choose **Townsfolk** or **Outsiders** and cannot choose their own.

If the character they chose is not-in-play, they learn false info.

How To Run

Every night, wake the **Interceptor**, they point at a **Townsfolk** or **Outsider** character icon on their character sheet. If it is in-play, point to 2 players, 1 of them is that character. Otherwise, point to any 2 players. Put them to sleep.

Examples

A is the **General**. The **Interceptor** chooses the **General** and learns A and B.

The **Interceptor** chooses a not-in-play character and learns C and D.

Json

```
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  ],
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  "otherNightReminder": "The Interceptor points to a good character. If it is in-play, point to 2 players, 1 of which is that character. Otherwise point to any 2 players.",
  "name": "Interceptor - π",
  "team": "townsfolk",
  "ability": "Each night, choose a good character (not yours): learn that it is between 2 players. If not-in-play, learn false info.",
  "flavor": "Gotcha.",
  "firstNight": 57,
  "otherNight": 75
}
```



"For this Phase: Reduce Attack Power
of opponent cards by 4"

Dazzle

Ability: Each night, choose a player (not a Traveller & different to last night): chosen evil players learn you are Dazzle & are drunk until dusk.

Dazzle blinds evil.

Each night, the **Dazzle** chooses a player. Chosen evil players learn they are Dazzle and are drunk until dusk.

The **Dazzle** only checks the alignment, not their character type.

The **Storyteller** must still act like the **Dazzle** chosen player is still with their ability even if both parties know they do not.

The **Dazzle** cannot choose the same player twice in a row nor can they choose **Travellers**.

How To Run

Every night, wake the Dazzle, the **Dazzle** points at any player. Mark them with the **Chosen** token and put **Dazzle** to sleep. If that player is evil, wake them, show them the "**This character selected you**" info token and the **Dazzle's** token then point to the **Dazzle** player. The chosen player is **drunk**, mark them with the **Drunk** token, then put them to sleep.

Every dusk, the drunk player is sober, remove the **Drunk** token.

Examples

The **Dazzle** chooses the **Spy**. The **Spy** learns this and who is the **Dazzle** and now cannot misregister. They later wake to learn a completely false **Grimoire**.

The **Dazzle** chooses the good **Cerenovus**, the next night the evil **Fang Gu**, then the evil **Alchemist**. The **Cerenovus** learns nothing and is sober but the **Fang Gu** and **Alchemist** both learn this and who is the **Dazzle** then are drunk.

Jinxes

Marionette: The **Marionette** does not learn that the **Dazzle** chosen them.

Riot: If the **Dazzle** chose **Riot** on the 3rd night, on day 3, nominees die and nominate an alive player. This must happen.

Summoner: If the **Summoner** is drunk on the 3rd night, the **Summoner** chooses which **Demon** but the **Storyteller** chooses which player.

Hunter: The **Hunter** cannot have the **Dazzle** as their target.

Grave: The **Grave** cannot have the **Dazzle** as their target.

Json

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that player is evil, wake that player, show them the \"This character selected you\" token,  
Dazzles token then point to Dazzle then put them to sleep. They are drunk.",  
  "otherNightReminder": "The player previously chosen by Dazzle is no longer drunk. The  
Dazzle points to a player, different to last night. If that player is evil, wake that player,  
show them the \"This character selected you\" token, Dazzles token and point to Dazzle then  
put them to sleep. They are drunk.",  
  "reminders": [  
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  "name": "Dazzle - π",  
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  "ability": "Each night, choose a player (not a Traveller & different to last night):  
chosen evil players learn you are Dazzle & are drunk until dusk.",  
  "flavor": "For this Phase: Reduce Attack Power of opponent cards by 4",  
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,  
    {  
      "id": "riot",  
      "reason": "If the Dazzle chose Riot on the 3rd night, on day 3, nominees die and  
nominate an alive player. This must happen."  
,  
    {  
      "id": "summoner",  
      "reason": "If the Summoner is drunk on the 3rd night, the Summoner chooses which  
Demon but the Storyteller chooses which player."  
    }  
  ]  
}
```



"Attack twice if used in odd-numbered Phase"

Blitz

Ability: Each night, guess a character is between 2 players (not you, a Traveller & different to last night): if correct, learn the other otherwise learn false info.

Blitz's best friend is a truther.

Each night, the **Blitz** chooses 2 players and guess a character between them then learns a character.

If they are right, they learn the other character between the 2 players but if they are wrong, they will learn false information.

The **Blitz** cannot choose themselves, players they choose the previous night or Travellers.

How To Run

Every night, wake the **Blitz**, they point at 2 players then a **Townsfolk** or **Outsider** character icon on their character sheet. Mark both players with **Chosen** tokens. If the character they choose was between the 2 players, show them the other player's character token. Otherwise show them any character token except for those players' characters. Put the **Blitz** to sleep.

Examples

The **Blitz** chooses the **Sage** and **Snake Charmer** players then the **Sage** character. They learn **Snake Charmer**.

The **Blitz** chose the **Artist** and **Juggler** players the previous night and tries choosing the **Artist** and **Mutant** players. The **Storyteller** motions them to choose again.

The **Blitz** chooses the **Fang Gu** and **Evil Twin** players and then the **Clockmaker** character. They learn **Dreamer**.

The **Blitz** tries to choose themselves. The **Storyteller** motions them to choose again.

The **Blitz** tries to choose the **Harlot**. The **Storyteller** motions them to choose again.

Json

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  "otherNightReminder": "Blitz points to 2 players and a character. If that character is amongst the 2, show them the other player's character token. If not, show them any other token.",
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    "Chosen"
  ],
  "name": "Blitz - π",
  "team": "townsfolk",
  "ability": "Each night, guess a character is between 2 players (not you, a Traveller & different to last night): if correct, learn the other otherwise learn false info.",
  "flavor": "Attack twice if used in odd-numbered Phase",
  "firstNight": 64,
  "otherNight": 77
}
```



"If the next card on the field is an Attack, heal by 6 HP. If it's a Magic card, inflict 6 damage"

Fine Maneuver

Ability: Each night, choose a player (different to last night): if evil, all Townsfolk are sober, healthy & their abilities yield true info until dusk.

Fine Maneuver is the ultimate truther.

Each night, the **Fine Maneuver** chooses a player. If that player is evil, all **Townsfolk** are **sober, healthy** and their abilities must yield true information until dusk.

This overrides abilities that force false info such as **Vortox** or **Zhobazhbhu**.

This ability also only checks for alignment and not character type.

The **Fine Maneuver** cannot choose the same player twice in a row.

How To Run

Every night, wake the **Fine Maneuver**. They point at a player, mark them with the **Chosen** token and put them to sleep. If the player is evil, mark that player or **Fine Maneuver** with the **True** token. All **Townsfolk** are now sober, healthy and their abilities can only yield true information while it is placed.

Every dusk, remove the **True** token from the **Grimoire** if it exists.

Examples

The **Zhobazhbhu** has purged a **Minion** that night. The **Fine Maneuver** chooses an evil player the same night. The **Savant** learns 2 true statements the next day.

The **Fine Maneuver** chooses the **Baron**. The next day, the **Widow** chosen **Slayer** chooses the **Demon** who dies. The next night, they try to choose the **Baron** again. The **Storyteller** motions them to choose again.

Jinxes

Alchemist: The effects of a **drunk** or **poisoned** **Alchemist**'s ability only takes place after **Fine Maneuver**'s turn unless it would poison **Fine Maneuver**.

Engineer: If a **drunk** or **poisoned** **Engineer** uses their ability and the **Fine Maneuver** chose an evil player the same night, the **Engineer**'s ability will work.

Overdrive: The **Overdrive** learns info after the **Fine Maneuver**'s turn.

Philosopher: If the **Fine Maneuver** chooses an evil player the same night a **drunk** or **poisoned** **Philosopher** uses their ability, their ability works as normal.

Poppygrower: **Minion** and **Demon** info is delayed until after the **Fine Maneuver**'s turn if it is in-play and the **Poppy Grower** started out **drunk** or **poisoned**.

Preacher: If a **drunk** or **poisoned** **Preacher** chooses a **Minion** the same night the **Fine Maneuver** chooses an evil player, the **Minion** loses their ability and learns the **Preacher** chose them.

Json

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finemaneuver_evil_faketierscollection.png?raw=true"  
    ],  
    "firstNightReminder": "The Fine Maneuver points to a player. If that player is evil:  
mark the Fine Manuever with the True token. All Townsfolk are sober, healthy and their  
abilities must yield true information until dusk.",  
    "otherNightReminder": "The Fine Maneuver points to a player, different to last night.  
If that player is evil: mark the Fine Manuever with the True token. All Townsfolk are  
sober, healthy and their abilities must yield true information until dusk.",  
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    "name": "Fine Maneuver - π",  
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    "ability": "Each night, choose a player (different to last night): if evil, all  
Townfolk are sober, healthy & their abilities yield true info until dusk.",  
    "flavor": "If the next card on the field is an Attack, heal by 6 HP. If its a Magic  
card, inflict 6 damage",  
    "firstNight": 25,  
    "otherNight": 11.2,  
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            "id": "alchemist",  
            "reason": "The effects of a drunk or poisoned Alchemist's ability only takes place  
after Fine Maneuver's turn unless it would poison Fine Manuever."  
        },  
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            "reason": "If a drunk or poisoned Engineer uses their ability and the Fine Manuever  
chose an evil player the same night, the Engineer's ability will work."  
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            "reason": "If the Fine Maneuver chooses an evil player the same night a drunk or  
poisoned Philospher uses their ability, their ability works as normal."  
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            "reason": "Minion and Demon info is delayed until after the Fine Manuever's turn if  
it is in-play and the Poppy Grower started out drunk or poisoned."  
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            "id": "preacher",  
            "reason": "If a drunk or poisoned Preacher chooses a Minion the same night the Fine  
Manuever chooses an evil player, the Minion loses their ability and learns the Preacher  
chose them."  
        }  
    ]  
}
```



"Guards, seize this one!"

Count

Ability: Each night*, a good player who voted against you today dies.

The Count strikes down anyone who stands up to them.

A good player who voted against the **Count** dies tonight.

The **Storyteller** chooses who dies.

Only 1 player can die each night from this and must die if there is a possible target.

If a player was good when they voted but evil when they should die, they do not. If it was the other way around they do.

How To Run

If a good player voted against the **Count**, mark them with the **Voted** token. If there are too many good players, use sticky notes or some sort of alternate reminder.

Every night but the first, you choose any player marked with **Voted**. That player **dies**, mark them with the **Dead** token and remove all **Voted** tokens from the **Grimoire**.

Examples

3 good players voted against the **Count**. Tonight, 1 of them dies. The day nobody does and nobody is killed this way that night.

No good players voted for the **Count**. Nothing happens.

Json

```
{  
  "id": "count_faketierscollection",  
  "image": [  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
    count_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
    count_evil_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "A good player who  
  voted against the Count dies.",  
  "reminders": [  
    "Dead",  
    "Voted",  
    "Voted",  
    "Voted",  
    "Voted",  
    "Voted",  
    "Voted"  
  ],  
  "name": "Count - π",  
  "team": "townsfolk",  
  "ability": "Each night*, a good player  
  who voted against you today dies.",  
  "flavor": "Guards, seize this one!",  
  "otherNight": 54  
}
```



Attack twice by damage of 3 + number of remaining Arcana. Reduce Arcana to 0

Ammo Blast

Ability: Each night*, choose a player: if the Demon, you die & previously chosen players might die.

Ammo Blast explodes at the Demon.

Each night but the first, the **Ammo Blast** chooses a player. When they choose the **Demon**, they die and any player they chose before might also die.

When **Ammo Blast** explodes, the **Storyteller** decides which of the players they have previously chosen dies or that none do.

Ammo Blast only explodes when it chooses the **Demon**, regardless of alignment.

How To Run

Every night but the first, wake the **Ammo Blast**. They point at a player, put them to sleep. If that player is the **Demon**, **Ammo Blast** dies, mark them with the **Dead** token. You may choose to kill any player with the **Linked** token. If the chosen player was not the **Demon**, mark them with a **Linked** token (or use substitutes if there are not enough) instead.

Examples

The **Ammo Blast** chooses the **Cerenovus**, **Banshee**, **Soldier** then the **Destiny**. **Ammo Blast** dies then the **Soldier** does too.

The **Ammo Blast** chooses the good **Zombuul**. They die.

The **Ammo Blast** chooses the evil **Deviant**. They live and when the **Ammo Blast's** ability triggers, the **Deviant** dies.

Json

```
{
  "id": "ammoblast_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/ammoblast_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/ammoblast_evil_faketierscollection.png?raw=true"
  ],
  "otherNightReminder": "The Ammo Blast points to a player. If they are the Demon, kill the Ammo Blast and as many of the players they previously chose as you like. If not, mark them with the Linked Token.",
  "reminders": [
    "Linked",
    "Linked",
    "Linked",
    "Linked",
    "Linked",
    "Linked",
    "Linked",
    "Dead"
  ],
  "name": "Ammo Blast - π",
  "team": "townsfolk",
  "ability": "Each night*, choose a player: if the Demon, you die & previously chosen players might die.",
  "flavor": "Attack twice by damage of 3 + number of remaining Arcana. Reduce Arcana to 0",
  "otherNight": 17.1
}
```



"Gain 12 Barrier"

Fortify

Ability: Each night*, choose a player (not yourself) : they can't die tonight. If you chose an evil player, you are drunk.

Fortify is the ultimate shield.

Each night but the first, the **Fortify** chooses a player who now cannot die that night. However if they choose an evil player, they are permanently **drunk**.

Becoming **drunk** is automatic and as such the evil player that made the **Fortify** **drunk** can die unless protected by other means.

The **Fortify** cannot protect themselves

How To Run

Every night but the first, wake the **Fortify**. They point at a player, they cannot die tonight, mark them with the **Safe** token. Put the **Fortify** to sleep. If they chose an evil player, they are **drunk**, mark them with the **Drunk** token.

Examples

The **Fortify** chooses A. **Corr. Sylphy** chooses A. They live.

The **Fortify** chooses the evil **False Idol**. The next night, they choose another player chosen by the **Demon**. That player dies.

Jinxes

Leviathan: If the **Leviathan** is in-play, the **Fortify**-protected player is safe from all evil abilities.

Riot: If **Riot** is in-play, the **Fortify**-protected player is safe from all evil abilities.

Fall. Charlotte: If **Fall. Charlotte** is in-play, the **Fortify**-protected player is safe from all evil abilities.

Json

```
{
  "id": "fortify_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/fortify_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/fortify_evil_faketierscollection.png?raw=true"
  ],
  "otherNightReminder": "The Fortify points to a player. They cannot die tonight, mark them with the Safe token. If they chose evil, Fortify is drunk, mark them with the Drunk token.",
  "reminders": [
    "Safe",
    "Drunk"
  ],
  "name": "Fortify - π",
  "team": "townsfolk",
  "ability": "Each night*, choose a player (not yourself): they can't die tonight. If you chose an evil player, you are drunk.",
  "flavor": "Gain 12 Barrier",
  "otherNight": 14,
  "jinxes": [
    {
      "id": "leviation",
      "reason": "If the Leviathan is in-play, the Fortify-protected player is safe from all evil abilities."
    },
    {
      "id": "riot",
      "reason": "If Riot is in-play, the Fortify-protected player is safe from all evil abilities."
    }
  ]
}
```



"The Lord is with me always. In hardship, in times of distress, times of celebration and times of success."

Templar

Ability: Each night*, choose 2 alive players (not yourself): if the Demon kills the 1st, the 2nd, if not the Demon, dies instead.

Templar redirects the Demon's kills.

Each night but the first, the **Templar** chooses 2 players. If the **Demon** kills the 1st, the 2nd dies instead.

This only works on the **Demon's** ability and not any other.

The **Templar** cannot kill the **Demon** nor choose themselves for either part of their ability.

This lasts until the **Templar's** next choice.

How To Run

Every night but the first, wake the **Templar**. They point at a player, mark them with the **Holy** token, then another player, mark them with the **Smote** token. Put them to sleep.

If the Demon kills the player marked **Holy** and the **Smote** player is not the **Demon**, the **Smote** player dies instead, mark them with the **Dead** token.

Examples

The **Templar** chooses A then B. The **Demon** chooses A and B dies instead.

The **Templar** chooses the **Demon** for their second target. When the **Demon** kills the 1st player, nothing changes.

The **Assassin** kills the **Templar's** first target. Nothing changes.

Jinxes

Leviathan: If the **Leviathan** is in-play, the **Templar**-protected player is safe from all evil abilities.

Riot: If **Riot** is in-play, the **Templar**-protected player is safe from all evil abilities.

Fall. Charlotte: If **Fall. Charlotte** is in-play, the **Templar**-protected player is safe from all evil abilities.

Json

```
{  
  "id": "templar_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection  
    /blob/main/Townsfolk/  
    templar_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollection  
    /blob/main/Townsfolk/  
    templar_evil_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "The Templar points to  
  2 players, mark the 1st with the Holy token and  
  the second with the Smote token. If the Demon  
  kills the Holy player and is not the Smote  
  player, the Holy player lives and the Smote  
  player dies.",  
  "reminders": [  
    "Holy",  
    "Smote",  
    "Dead"  
  ],  
  "name": "Templar - π",  
  "team": "townsfolk",  
  "ability": "Each night*, choose 2 alive  
  players (not yourself): if the Demon kills the  
  1st, the 2nd, if not the Demon, dies instead.",  
  "flavor": "The Lord is with me always. In  
  hardship, in times of distress, times of  
  celebration and times of success.",  
  "otherNight": 14,  
  "jinxes": [  
    {  
      "id": "leviathan",  
      "reason": "If the Leviathan is in-play,  
      Templar-protected player is safe from all evil  
      abilities."  
    },  
    {  
      "id": "riot",  
      "reason": "If Riot is in-play, players  
      Templar-protected player is safe from all evil  
      abilities."  
    }  
  ]  
}
```



"If previous card on the field
is card user's, activate it
again"

Encore

Ability: Each night*, choose a dead player: gain their ability (if unused) until your next choice. If they were evil, you are drunk until your next choice.

Encore brings back unused power.

Each night but the first, the **Encore** chooses a dead player and gains their ability until they choose again. If that player was evil however, they are also **drunk** until they choose again.

They do not gain a new instance of the ability and instead copies the exact instance their choice had when they died. Limited abilities that have been used cannot be used again, abilities that trigger at a specific point in the game cannot be used if that point has passed.

If the **Encore** dies and has an even while dead/ability that triggers when they are dead, they keep it.

How To Run

Every night but the first, wake the **Encore**. They point at a dead player, mark them with the **Encored** token and put them to sleep. The **Encore** has their ability, if any, and wakes when they do and can do what they can. If the **Encore** choose an evil player, they are **drunk**, mark them with the **Drunk** token. You may pretend they have any ability you want.

Examples

A **Minion** nominated today. Tonight, the **Encore** chooses the **Town Crier** and learns "yes".

The **Encore** chooses the **Professor** who has already resurrected a player. They do not wake to use the ability.

The **Encore** uses the ability of the **Seamstress**. The next night they try to use it again but do not wake to use their ability.

The **Encore** chooses the **Poisoner**. They wake to choose 2 players and then learns "yes".

Jinxes

Butler: If the **Encore** gains the **Butler** ability, the **Encore** learns this.

Juggler: If the **Juggler** guesses on their first day and dies before learning, tonight a **sober** and **healthy** **Encore** choosing the **Juggler** learns how many guesses the **Juggler** got correct.

Butler: If the **Poppy Grower** died today or before **Encore**'s turn in the night order, evil info only occurs after **Encore**'s turn.

Zealot: If the **Encore** gains the **Zealot** ability, the **Encore** learns this.

Json

```
{  
  "id": "encore_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
    encore_faketierscollection.png?raw=true",  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
    encore_evil_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "The Encore points to a dead player. They gain their ability  
tonight and tomorrow. If they chose an evil, they are drunk.",  
  "reminders": [  
    "Drunk",  
    "Encored"  
  ],  
  "name": "Encore - π",  
  "team": "townsfolk",  
  "ability": "Each night*, choose a dead player: gain their ability (if unused) until  
your next choice. If they were evil, you are drunk until your next choice.",  
  "flavor": "If previous card on the field is card user's, activate it again",  
  "otherNight": 3,  
  "jinxes": [  
    {  
      "id": "butler",  
      "reason": "If the Encore gains the Butler ability, the Encore learns this."  
    },  
    {  
      "id": "juggler",  
      "reason": "If the Juggler guesses on their first day and dies before learning,  
tonight a sober and healthy Encore choosing the Juggler learns how many guesses the  
Juggler got correct."  
    },  
    {  
      "id": "poppygrower",  
      "reason": "If the Poppy Grower died today or before Encore's turn in the night  
order, evil info only occurs after Encore's turn. Poppy Grower will be considered newly  
dead when Encore loses their ability at dusk."  
    },  
    {  
      "id": "zealot",  
      "reason": "If the Encore gains the Zealot ability, the Encore learns this."  
    }  
  ]  
}
```



"Attack & if there's another card user's card on the field, transform it to Shadow Pierce"

Shadow Pierce

Ability: Each night*, if Shadow Pierces guessed each other, good wins. Evil knows Shadow Pierce is in-play &, if they publicly guess 1 (once), win. [+1 Shadow Pierce]

Twins!

Each night but the first, the **Shadow Pierces** will wake separately to guess the other.

If both **Shadow Pierces** have successfully guessed each other, good wins, even if the successful guesses were on different nights.

Neither **Shadow Pierce** learn whether their guess was correct or incorrect and will simply be prompted to guess every night while at least 1 is alive.

All evil players will learn that **Shadow Pierce** is in-play and, once per game, may publicly claim to be evil and guess that a player is **Shadow Pierce**. If correct, evil wins.

How To Run

When setting up the game, remove 1 **Townsfolk** token and replace it with the 2nd **Shadow Pierce** token.

On the 1st night, wake each evil player individually and show them **Shadow Pierce**'s token then put them to sleep.

Every night after the 1st, wake 1 **Shadow Pierce**. They point at a player. If that player was the 2nd **Shadow Pierce**, mark the chooser with a **Correct** token. Put them to sleep. Repeat for the 2nd **Shadow Pierce**.

At any point in the night, if both **Shadow Pierces** are marked with **Correct** tokens, declare that the game is over and good has won.

At any time during the game, if an evil player publicly guesses who is a **Shadow Pierce**, mark them with the **Guess Used** reminder. Future guesses do nothing. If they were correct, declare that the game is over and evil has won.

Examples

At night, a **Shadow Pierce** guessed correctly. Later in the game, the 2nd also guessed correctly, good wins.

An evil player correctly guesses a **Shadow Pierce**. Evil wins.

A **Shadow Pierce** is dead but wakes to keep guessing until the 2nd dies too.

Jinxes

Butler: A **Shadow Pierce** cannot turn evil.

Marionette: The **Marionette** does not learn that the **Shadow Pierces** are in-play.

Mezepheles: A **Shadow Pierce** cannot turn evil.

Pit Hag: If a **Pit Hag** attempts to create a **Shadow Pierce** & there are spare tokens, the **Storyteller** chooses good players equal to spare tokens to become **Shadow Pierces**.

Spy: The **Spy** may choose to not see the **Grimoire**. If they do see the **Grimoire**, evil does not win from correctly guessing a **Shadow Pierce**.

Widow: On the **Widow**'s first night, they may choose to not see the **Grimoire**. Instead all in-play character tokens are shown to them. They choose 1 of those to poison. If they chose to see the **Grimoire**, evil does not win from correctly guessing a **Shadow Pierce**. The **Widow** cannot choose a **Shadow Pierce** to poison.

Json

```
{  
  "id": "shadowpierce_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
    shadowpierce_faketierscollection.png?raw=true",  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
    shadowpierce_evil_faketierscollection.png?raw=true"  
  ],  
  "firstNightReminder": "During the evil info steps, show Minions and Demons Shadow  
Pierce's token.",  
  "otherNightReminder": "Wake the 1st Shadow Pierce. They choose a player, if their choice  
was the other Shadow Pierce, mark them with the Correct token. Wake the 2nd Shadow Pierce,  
they point to a player. If their choice was the other Shadow Pierce, mark them with the  
Correct Token. If both Shadow Pierces have Correct tokens, announce the game has ended and  
good has won.",  
  "reminders": [  
    "Correct",  
    "Correct",  
    "Guess used"  
  ],  
  "setup": true,  
  "name": "Shadow Pierce - π",  
  "team": "townsfolk",  
  "ability": "Each night*, if Shadow Pierces guessed each other, good wins. Evil knows  
Shadow Pierce is in-play &, if they publicly guess 1 (once), win. [+1 Shadow Pierce]",  
  "flavor": "Attack & if there's another card user's card on the field, transform it to  
Shadow Pierce",  
  "firstNight": 14,  
  "otherNight": 71,  
  "jinxes": [  
    {  
      "id": "bountyhunter",  
      "reason": "A Shadow Pierce cannot turn evil."  
    },  
    {  
      "id": "marionette",  
      "reason": "The Marionette does not learn that the Shadow Pierces are in-play."  
    },  
    {  
      "id": "mezepheles",  
      "reason": "A Shadow Pierce cannot turn evil."  
    },  
    {  
      "id": "pithag",  
      "reason": "If a Pit Hag attempts to create a Shadow Pierce & there are spare tokens,  
the Storyteller chooses good players equal to spare tokens to become Shadow Pierce."  
    },  
    {  
      "id": "spy",  
      "reason": "The Spy may choose to not see the Grimoire. If they do see the Grimoire,  
evil does not win from correctly guessing a Shadow Pierce."  
    },  
    {  
      "id": "widow",  
  
      "reason": " On the Widow's first night, they may choose to not see the Grimoire.  
Instead all in-play character tokens are shown to them. They choose 1 of those to poison. If  
they chose to see the Grimoire, evil does not win from correctly guessing a Shadow Pierce.  
The Widow cannot choose a Shadow Pierce to poison."  
    }  
  ],  
  "special": [  
    {  
      "name": "bag-duplicate",  
      "type": "selection"  
    }  
  ]  
}
```



*"At the start of battle:
Transform into a random
Attack card. Turn back after
battle"*

Mystery Attack

Ability: Each day, you may visit the Storyteller to learn what your ability is tonight & tomorrow.

Mystery Attack scales on their teams performance.

Each day, the **Mystery Attack** will visit the **Storyteller** to learn the ability they will have tonight and tomorrow.

This ability can be anything.

This ability is intended to scale proportional to their team's performance, being more detrimental when they are performing well and more helpful when they are not.

If the **Mystery Attack** was **drunk** or **poisoned** when their ability should change, it does not and when they are **sober** and **healthy**, it is whatever their old ability was (if it exists).

The **Mystery Attack's** ability changes every dusk regardless of whether they ask.

How To Run

Once per day, the **Mystery Attack** will request a private chat with you. Take them away from the circle to not be overheard then whisper them the ability they will have tonight and tomorrow.

Every dusk, the **Mystery Attack's** ability changes to whatever you have decided it to be even if they did not ask for what their ability is.

Examples

The **Mystery Attack** visits the **Storyteller** and learns their ability will be "Each night, choose a player: learn a signal that hints to their character.". Tonight, they choose the **Chef** and learn "2",

The **Mystery Attack** does not visit the **Storyteller** to use their ability. They still wake and are prompted to choose a player as their ability still changed even if they do not know what it would change to.

The **Mystery Attack** visits the **Storyteller** and learns that their ability will become "A player thinks they are mad from the **Cerenovus** but they are not.". Tonight, a player learns the **Cerenovus** has chosen them and **Savant**.

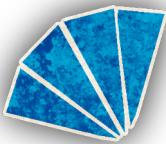
Jinxes

Vortox: The **Mystery Attack** when learning their next ability will always receive true information.

Zhabazhu: The **Mystery Attack** when learning their next ability will always receive true information.

Json

```
{
  "id": "mysteryattack_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/mysteryattack_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/mysteryattack_evil_faketierscollection.png?raw=true"
  ],
  "otherNightReminder": "Change and run the Mystery Attack's ability.",
  "reminders": [
    "?",
    "?",
    "?",
    "?",
    "?",
    "?",
    "?",
    "?"
  ],
  "name": "Mystery Attack - π",
  "team": "townsfolk",
  "ability": "Each day, you may visit the Storyteller to learn what your ability is tonight & tomorrow.",
  "flavor": "At the start of battle: Transform into a random Attack card. Turn back after battle",
  "otherNight": 1,
  "jinxes": [
    {
      "id": "vortox",
      "reason": "The Mystery Attack when learning their next ability will always receive true information."
    },
    {
      "id": "zhobazhu_faketierscollection",
      "reason": "The Mystery Attack when learning their next ability will always receive true information."
    }
  ]
}
```



"No enemy cards on the field next Phase. Change HP to the number of cards on cooldown x 2"

Overdrive

Ability: Once per game at night, choose a player (not yourself or Travellers): learn their character. Chosen Townsfolk are drunk, even if you are dead.

Overdrive risks burning out their team.

Once per game, at night, the **Overdrive** may choose a player to learn their character.

If the **Overdrive** chose a **Townsfolk**, that player is **drunk**.

The **Overdrive's drunkeness** will persist even after **Overdrive** dies.

If the **Overdrive** was **drunk** or **poisoned** when they chose a **Townsfolk**, that **Townsfolk** is never made **drunk** even when **Overdrive** is **sober** and **healthy**.

If the **Overdrive** becomes **drunk** or **poisoned** after making a **Townsfolk** drunk, that **Townsfolk** is **sober** until **Overdrive** is.

How To Run

Every night, wake the **Overdrive**. They either shake their head "no" or point to a player. If they pointed to a player, show that player's character to the **Overdrive** then put them to sleep. If that player was a **Townsfolk**, they are **drunk**, mark them with the **Drunk** token. After this, the **Overdrive** has no ability, mark them with the **No Ability** token.

Examples

The **Overdrive** chooses the **Sage** and learns this. When the **Demon** kills them, they learn 2 players who are not the **Demon**

The **Overdrive** chooses the **Cerenovus** and learns this.

The **Overdrive** chooses the **Dreamer** and makes them **drunk**. Later, when the **Overdrive** is **drunk** or **poisoned**, the **Dreamer** learns true information until **Overdrive** is **sober** and **healthy**.

The **Overdrive** is **drunk** or **poisoned** and chooses the **Savant**. The **Savant** is never **drunk** even after **Overdrive** becomes **sober** and **healthy**.

Jinxes

Fine Maneuver: The **Overdrive** learns info after the **Fine Maneuver**'s turn.

Json

```
{  
    "id": "overdrive_faketierscollection",  
    "image": [  
  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
        overdrive_faketierscollection.png?raw=true",  
  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
        overdrive_evil_faketierscollection.png?  
        raw=true"  
    ],  
    "firstNightReminder": "The Overdrive shakes head \"no\" or points to a player. If they pointed: mark them with the \"No Ability\" token and show them that players character token. If that player is a Townsfolk, mark them with the Drunk token.",  
    "otherNightReminder": "If the Overdrive still has their ability: the Overdrive shakes head no or points to a player. Show them that players character token. If that player is a Townsfolk, they are drunk, mark them with the Drunk token.",  
    "reminders": [  
        "No Ability",  
        "Drunk"  
    ],  
    "name": "Overdrive - π",  
    "team": "townsfolk",  
    "ability": "Once per game at night, choose a player (not yourself or Travellers): learn their character. Chosen Townsfolk are drunk, even if you are dead.",  
    "flavor": "No enemy cards on the field next Phase. Change HP to the number of cards on cooldown x 2",  
    "firstNight": 19,  
    "otherNight": 8  
}
```



"Recover HP by 8 and gain 4 Barrier"

Hope

Ability: Once per game, during the day, privately ask the Storyteller any question & receive some answers (only 1 is correct).

Hope asks a question.

Once per game, during the day, the **Hope** may visit the **Storyteller** to ask any question and learn a list of answers with only 1 true.

The question can be about anything.

There can be any number of answers, generally dependent on when the question was asked and the strength of said question.

This is a private question and cannot be overheard by any other player.

How To Run

During any day, the **Hope** can request a private chat with you. Take them away from the circle so you cannot be overheard. They will ask you a question. Tell them any number of answers with only 1 being the true answer. They have no ability, mark them with the **No Ability** token.

Examples

The **Hope** asks "If the **Overdrive** exists, who is it?". The **Storyteller** gives them 4 players, one of them is the **Overdrive**.

The **Hope** asks "What is the evil team?". The **Storyteller** shows them 5 possible evil teams with different combinations of players and characters. Only 1 is true.

Json

```
{
  "id": "hope_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/hope_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/hope_evil_faketierscollection.png?raw=true"
  ],
  "reminders": [
    "No Ability"
  ],
  "name": "Hope - π",
  "team": "townsfolk",
  "ability": "Once per game, during the day, privately ask the Storyteller any question & receive some answers (only 1 is correct).",
  "flavor": "Recover HP by 8 and gain 4 Barrier"
}
```



*"I must go, I must ascend.
To the Realm Beyond."*

Spirit

Ability: If the Demon kills you, learn all dead evil players.

The Spirit must ascend.

If the **Demon** kills the **Spirit**, they learn all currently dead evil players at their turn in the night.

This only happens when the **Demon** kills them, not any other method.

The **Spirit** also learns if no evil players are dead.

How To Run

If the **Spirit** was killed by the **Demon**, wake the **Spirit**, point to all dead evil players or shake your head "no" to indicate there are none. Put them back to sleep.

Examples

The **Spirit** is killed by the **Demon**. Tonight, they wake to learn all dead evil players.

The **Spirit** is killed by the **Corrupted**. They do not wake nor learn anything from their ability.

The **Spirit** is killed by the **Demon**. They wake and the **Storyteller** shakes their head "no" as no evil players are dead.

Jinxes

Leviathan: Each night*, the **Leviathan** chooses an alive good player (different to previous nights): a chosen **Spirit** uses their ability but does not die.

Riot: Each night*, **Riot** chooses an alive good player (different to previous nights): a chosen **Spirit** uses their ability but does not die.

Fall. Charlotte: Each night*, **Fall. Charlotte** chooses an alive good player (different to previous nights): a chosen **Spirit** uses their ability but does not die.

Tyrant: The **Tyrant** registers as the **Demon** to the **Spirit**.

Json

```
{
  "id": "spirit_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/spirit_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/spirit_evil_faketierscollection.png?raw=true"
  ],
  "otherNightReminder": "If the Spirit was killed by the Demon. Point to all dead evil players.",
  "name": "Spirit - π",
  "team": "townsfolk",
  "ability": "If the Demon kills you, learn all dead evil players.",
  "flavor": "I must go, I must ascend. To the Realm Beyond.",
  "otherNight": 56,
  "jinxes": [
    {
      "id": "leviathan",
      "reason": "Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Spirit uses their ability but does not die."
    },
    {
      "id": "riot",
      "reason": "Each night*, Riot chooses an alive good player (different to previous nights): a chosen Spirit uses their ability but does not die."
    }
  ]
}
```



*"Attack then reduce cooldown
of Magic cards"*

Inverse Strike

Ability: The 1st time an evil player chooses you with their ability at night, an evil player is chosen instead.

Inverse Strike does a reversal.

The 1st time an evil player chooses the **Inverse Strike** with their ability during the night, an evil player is instead affected.

This can be any ability so long as it chose the player who is the **Inverse Strike** or the character itself.

After the 1st time, **Inverse Strike** is no longer safe.

How To Run

The 1st time, at any point in the night, if an evil player chose the **Inverse Strike**, have their ability affect an evil player of your choosing. The **Inverse Strike** has no ability, mark them with the **No Ability** token.

Examples

The **Poisoner** chooses the **Inverse Strike**. Instead the **Demon** is **poisoned** and when they choose a player to kill, they live. The **Godfather** chooses then the **Inverse Strike** and they die.

The **Ojo** chooses **Inverse Strike**. They live and a **Minion** dies.

Json

```
{
  "id": "inversestrike_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/inversestrike_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/inversestrike_evil_faketierscollection.png?raw=true"
  ],
  "reminders": [
    "No Ability"
  ],
  "name": "Inverse Strike - π",
  "team": "townsfolk",
  "ability": "The 1st time an evil player chooses you with their ability at night, an evil player is chosen instead.",
  "flavor": "Attack then reduce cooldown of Magic cards"
}
```



"Have opponent Barrier and gain 4 Cover Status"

Trick Mask

Ability: Minions & Demons do not know the other. Each night, Minions guess a player: if you or a Demon, they learn this, even if your ability is removed from play.

I'm too lazy to make something creative here.

With **Trick Mask**, **Minions** do not learn their **Demon** and their **Demon** does not learn their **Minions**.

Each night, **Minions** may collectively guess who their **Demon** is and learn if they are correct.

Trick Mask will give a false positive if the **Minions** ever guess them as **Demon**.

Trick Mask's ability is always in-play, from the moment the character is brought in, even if it is removed from play later.

If **Trick Mask** was removed from play, the last player to be it or have its ability will be the false positive for its ability.

How To Run

During the evil info steps, do not show the **Minions** their **Demon** and vice versa.

Every night, wake all **Minions**, they all (eventually) point to a player. If that player is the **Demon** or **Trick Mask**, nod "yes" otherwise shake your head "no". Put them all back to sleep.

If **Trick Mask** or its ability is ever removed from play, use **Trick Mask's False Demon** reminder by marking the last player to be **Trick Mask** or have its ability. They will register as **Trick Mask** to its ability until a new **Trick Mask** is made.

Examples

Minions do not learn their **Demon**. They wake and point to their **Demon**. They learn "yes".

Minions guess **Trick Mask** as their Demon. They learn "yes".

Trick Mask is removed by the **Pit Hag**. **Minions** guess the former **Trick Mask** and learn "yes".

Jinxes

Legion: If both **Trick Mask's** ability and **Legion** are in-play, **Legion** do not learn each other and, each night, may guess a player as **Legion**. They learn if they are correct. **Trick Mask** registers as **Legion** to this.

Lil' Monsta: If **Trick Mask's** ability is active, **Minions** wake each night to choose who babysits **Lil' Monsta's** token. Non-**Minions** dont learn they are babysitting **Lil' Monsta** if it is not alive.

Magician: The **Magician** registers as the Demon to **Trick Mask's** ability instead of **Trick Mask**.

Marionette: The **Marionette** does not wake with the **Minions** to guess their **Demon** and the **Demon** still knows who the **Marionette** is.

Summoner: When the **Summoner** uses their ability and **Trick Mask's** ability is active, the **Summoner** chooses which **Demon** but the **Storyteller** chooses which player.

Spy: If **Trick Mask's** ability is active: the **Spy** does not see the **Grimoire**.

Widow: If **Trick Mask's** ability is active: the **Widow** does not see the **Grimoire**. Instead all in-play character tokens are shown to them. They choose 1 of those to **poison**.

Vortex: **Trick Mask's** ability is safe from the **Vortex**.

Zhobazhbu: **Trick Mask's** ability is safe from the **Zhobazhbu**.

Invitation Letter: If **Trick Mask's** ability is active and the **Invitation Letter** is alive, **Minions** do not learn each other and are instead woken 1 by 1 until 1 of them chooses to take the **Invitation letter's** token. After a **Demon** is invited, **Minions** learn each other.

Cultist: If both **Trick Mask's** ability and **Cultists** are in-play, **Cultists** do not learn each other and, each night, may guess a player as a **Cultist**. They learn if they are correct. **Trick Mask** registers as a **Cultist** to this.

Json

```
{  
    "id": "trickmask_faketierscollection",  
    "image": [  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
trickmask_faketierscollection.png?raw=true",  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Townsfolk/  
trickmask_evil_faketierscollection.png?raw=true"  
    ],  
    "firstNightReminder": "Dont tell the Demon their Minions and Minions their Demon and instead show  
both parties Tricks Mask's token. Minions then choose a player. If the Demon or Trick Mask, nod \"yes\"  
otherwise shake head \"no\".",  
    "otherNightReminder": "Minions choose a player. If the Demon or Trick Mask, nod \"yes\" otherwise  
shake head \"no\".",  
    "remindersGlobal": [  
        "False Demon"  
    ],  
    "name": "Trick Mask - π",  
    "team": "townsfolk",  
    "ability": "Minions & Demons do not know the other. Each night, Minions guess a player: if you or a  
Demon, they learn this, even if your ability is removed from play.",  
    "flavor": "Halve opponent Barrier and gain 4 Cover Status",  
    "firstNight": 12,  
    "otherNight": 46,  
    "jinxes": [  
        {  
            "id": "legion",  
            "reason": "If both Trick Mask and Legion are in-play, Legion do not learn each other and, each  
night, may guess a player as Legion. They learn if they are correct. Trick Mask registers as Legion to  
this."  
        },  
        {  
            "id": "lilmonsta",  
            "reason": "If Trick Mask's ability is active, Minions wake each night to choose who babysits  
Lil' Monsta's token. Non-Minions dont learn they are babysitting Lil' Monsta if it is not alive."  
        },  
        {  
            "id": "magician",  
            "reason": "The Magician registers as the Demon to Trick Mask's ability instead of Trick Mask."  
        },  
        {  
            "id": "marionette",  
            "reason": "The Marionette does not wake with the Minions to guess their Demon and the Demon  
still knows who the Marionette is."  
        },  
        {  
            "id": "summoner",  
            "reason": "When the Summoner uses their ability and Trick Mask's ability is active, the Summoner  
chooses which Demon but the Storyteller chooses which player."  
        },  
        {  
            "id": "spy",  
            "reason": "If Trick Mask's ability is active: the Spy does not see the Grimoire."  
        },  
        {  
            "id": "widow",  
            "reason": "If Trick Mask's ability is active: the Widow does not see the Grimoire. Instead all  
in-play character tokens are shown to them. They choose 1 of those to poison."  
        },  
        {  
            "id": "vortox",  
            "reason": "Trick Mask's ability is safe from the Vortox."  
        },  
        {  
            "id": "zhobazhbz_faketierscollection",  
            "reason": "Trick Mask's ability is safe from the Zhobazhbz."  
        }  
    ],  
    "special": [  
        {  
            "name": "pointing",  
            "type": "ability",  
            "time": "night",  
            "global": "minion"  
        }  
    ]  
}
```



Outsiders

Pages 30-37



"Inflict 3 Sensitive"

Whisper

Ability: You start knowing up to 2 players: what happens to you might happen to them & vice versa, even if you are dead, drunk or poisoned.

Whisper spreads its pain.

Whisper starts knowing up to 2 players they are linked to. Anything that happens to **Whisper** might happen to those players and vice versa.

This can be death, **drunkeness**, **poison**, safeness, inability to die, resurrection, the effects of being chosen or choosing a particular player, changing alignments, changing characters.

Whisper keeps their ability even if they are **dead**, **drunk** or **poisoned**.

Whisper's effect linking ability can only happen a short window after the effect happens to either of the linked players. Any point afterwards and it can no longer link.

Whatever happens to either of the linked players, in order to spread to the other, must happen to **Whisper** first.

How To Run

When setting up the 1st night, mark up to 2 players with **Linked** tokens. On the 1st night, wake **Whisper**, point to all players marked **Linked** and put them to sleep.

At any point in the game, if something were to happen to **Whisper** or a player marked **Linked**, you may choose to make it happen to any of the 3 players.

Examples

The **Whisper** starts knowing A and B. A is **poisoned** then the **Whisper** is and then B is also **poisoned**. When A becomes **healthy** so do all of them.

The **Whisper** starts knowing A. When A dies, the **Whisper** dies.

A player linked to the **Whisper** dies. The **Whisper** does not so the other player linked can't die to the **Whisper's** ability.

Json

```
{
  "id": "whisper_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/whisper_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/whisper_evil_faketierscollection.png?raw=true"
  ],
  "firstNightReminder": "Point to up to 2 players.",
  "reminders": [
    "Linked",
    "Linked",
    "?",
    "?",
    "?",
    "?"
  ],
  "name": "Whisper - π",
  "team": "outsider",
  "ability": "You start knowing up to 2 players: what happens to you might happen to them & vice versa, even if you are dead, drunk or poisoned...",
  "flavor": "Inflict 3 Sensitive",
  "firstNight": 57
}
```



"Does nothing. Disappears when used or after battle"

Stress

Ability: Each night, if you are dead, a Minion's ability might work twice until dusk. You & they learn this.

Stress boosts Minions.

At the start of every night, if **Stress** is dead, a **Minion's** ability might work twice until dusk.

Stress learns this every time this happens.

The check for **Stress'** ability only happens at the start of every night so if **Stress** is alive in the middle of the night, their boost doesn't lose effect.

The same also applies for when **Stress** dies during the night.

How To Run

Every dusk, remove the **Works Twice** token, if any, from the **Grimoire**. Then, if **Stress** is dead, you may mark a **Minion** with that token. Wake them, show them the "This character selected you" info token and **Stress'** token then put them to sleep. Wake **Stress** and give them a thumbs-up then put them to sleep.

The **Minion** marked with **Works Twice'**s ability works twice now. After they use their ability they may use it again.

Examples

Stress is dead. Tonight the **Cerenovus** makes 2 players **mad**. The next night the **Pit Hag** changes the characters of 2 players. After that no **Minion** acts twice. **Stress** learns all of this on the nights they happen.

Stress is **drunk** or **poisoned** and dies. When they are **sober** and **healthy**, the next night a **Minion** acts twice and **Stress** learns this.

Jinxes

Marionette: The **Marionette** does not learn they are affected by **Stress'** ability.

Mezepheles: A **Stress** boosted **Mezepheles** cannot create 2 evil players.

Summoner: If the **Summoner's** ability works twice due to **Stress**, the second **Demon** they create retains their alignment. If the **Summoner** creates 2 evil **Demons**, deaths tonight are arbitrary.

Json

```
{  
  "id": "stress_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/  
stress_faketierscollection.png?raw=true",  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/  
stress_evil_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "If Stress is dead: choose if a Minion's ability will work twice.  
If so, wake that Minion, show them the \"This character selected you\" token and Stress'  
character token. Mark them with the Works Twice token. Their ability works twice now. Wake  
Stress, signal them a thumbsup to indicate their ability is in effect.",  
  "reminders": [  
    "Works Twice",  
    "?",  
    "?",  
    "?",  
    "?"  
  ],  
  "name": "Stress - π",  
  "team": "outsider",  
  "ability": "Each night, if you are dead, a Minion's ability might work twice until dusk.  
You & they learn this.",  
  "flavor": "Does nothing. Disappears when used or after battle",  
  "otherNight": 3,  
  "jinxes": [  
    {  
      "id": "marionette",  
      "reason": "The Marionette does not learn they are affected by Stress' ability."  
    },  
    {  
      "id": "mezepheles",  
      "reason": "A Stress boosted Mezepheles cannot create 2 evil players."  
    },  
    {  
      "id": "summoner",  
      "reason": "If the Summoner's ability works twice due to Stress, the second Demon they  
create retains their alignment. If the Summoner creates 2 evil Demons, deaths tonight are  
arbitrary."  
    }  
  ]  
}
```



"Gain 3 Feint Status"

Feint

Ability: Each night, learn a player. You are mad they are evil tomorrow or 1 of you might be executed. If you learn a Minion, you might learn this (once).

Feint pushes everyone.

Each night, **Feint** learns a player they must be mad is **evil** tomorrow or either of them might die.

If **Feint** ever learns a **Minion**, they might learn they did so. This can only happen once per game.

Feint's kill ability can happen at any time between the start of the next day and right before they learn a new player.

How To Run

Every night, wake **Feint**, point to a player and mark them with the **Mad** token. If this player is a **Minion** and **Feint** is not marked with the **Minion** token, you may show them the **Minion** token and then mark **Feint** with it. Put **Feint** to sleep.

Tomorrow, if **Feint** was not **mad** their target was evil, you may choose to execute either 1 of them today.

Examples

Feint learns a player. They attempt to execute them for being evil tomorrow. Nothing happens.

Feint learns a player. They attempt to hint that they might be **mad**. That player is executed through **Feint**.

Feint learns a **Minion**. They learn that they did. The next night **Feint** learns another **Minion** and does not learn anything else.

Json

```
{  
  "id": "feint_faketierscollection",  
  "image": [  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/  
    feint_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/  
    feint_evil_faketierscollection.png?raw=true"  
  ],  
  "firstNightReminder": "Point to a player  
  and mark them with the Mad token. If Feint is  
  not marked with the Minion token and that  
  player is a Minion, choose to show them the  
  Minion token and mark Feint with it.",  
  "otherNightReminder": "Point to a player  
  and mark them with the Mad token. If Feint is  
  not marked with the Minion token and that  
  player is a Minion, choose to show them the  
  Minion token and mark Feint with it.",  
  "reminders": [  
    "Mad",  
    "Minion"  
  ],  
  "name": "Feint - π",  
  "team": "outsider",  
  "ability": "Each night, learn a player. You  
  are mad they are evil tomorrow or 1 of you  
  might be executed. If you learn a Minion, you  
  might learn this (once).",  
  "flavor": "Gain 3 Feint Status",  
  "firstNight": 60,  
  "otherNight": 76  
},
```



"Reduce opponent HP by 5.
Reset cooldown of other cards
on the field if opponent was
defeated by this card"

Coda

Ability: When you die, the Demon gains a Minion ability & learns which.

Coda empowers the Demon.

When **Coda** dies, they give the **Demon** any 1 **Minion** ability.

This ability is permanent the moment **Coda** dies and cannot be removed by making **Coda drunk or poisoned**.

If **Coda** was **drunk or poisoned** when they die, no **Minion** ability is given, even when they become **sober** and **healthy**.

The **Demon** wakes when that **Minion** would wake, choose what that **Minion** would choose and does everything that **Minion** would do.

They are still the **Demon** and have their old abilities.

How To Run

When **Coda** dies, place a **Minion** token just outside of the circle of the **Grimoire**, behind the **Demon's**. At the earliest opportunity at night, wake the **Demon**, show them the "**This character selected you**" info token with **Coda's** token then the **Minion** token you had placed on the **Grimoire**. The **Demon** now has that ability.

If you give the **Demon** an in-play **Minion** ability, mark that **Minion** with the **Demon's Ability** token instead. On a virtual **Grimoire**, you may change **Coda's** character to that **Minion's** and flip their alignment to indicate they are good then mark them with the **Demon's Ability** token.

Examples

Coda dies. The **Demon** gains the ability of the Godfather.

Coda dies while **drunk or poisoned**. The **Demon** gains no ability even after they become **sober** and **healthy**.

Coda is dies. The **Demon** gains a **Minion** ability as normal. **Coda** is later made **drunk or poisoned**. The **Demon** keeps their ability.

Jinxes

Baron: If the **Demon** gains the **Baron's** ability, up to 2 players become not-in-play **Outsiders**.

Boondandy: If the **Coda** is executed and the **Demon** would gain the **Boondandy's** ability, it instead triggers immediately.

False Idol: If the **Coda** dies and would give the **False Idol's** ability, a **Minion** gains it instead and learns so.

Grave: Up to 3 extra players learn that the **Grave** is in-play. If the **Grave's** ability is created midgame, those are its targets. If no possible targets, the **Grave's** ability cannot be put into play.

Hunter: Up to 3 extra players learn that the **Hunter** is in-play. If the **Hunter's** ability is created midgame, those are its targets. If no possible targets, the **Hunter's** ability cannot be put into play.

Marionette: If the **Demon** has a neighbor who can be a **Marionette** and **Coda** would give the **Marionette's** ability, they become an evil **Marionette**. This fails if there is already an extra evil player.

Mastermind: If the **Coda** dies and would give the **Masterminds's** ability, a **Minion** gains it instead and learns so.

Scarlet Woman: If the **Coda** dies and would give the **Scarlet Woman's** ability, a **Minion** gains it alongside their own instead and learns so.

Summoner: The **Demon** cannot create an in-play **Demon**. If they create an out of play **Demon**, deaths tonight are arbitrary.

Vizier: If the **Coda** dies and would give the **Vizier's** ability, a living **Minion** gains it alongside their own.

Json

```
{  
    "id": "coda_faketierscollection",  
    "image": [  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/coda_faketierscollection.png?raw=true",  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/coda_evil_faketierscollection.png?raw=true"  
    ],  
    "otherNightReminder": "At the earliest opportunity after the Coda's death, wake the Demon. Show them the \"This character selected you\" token and Coda's token then the character token of the Minion whose ability they have. The Demon now has that ability and you run it like a normal Minion ability.",  
    "reminders": [  
        "Demon's Ability"  
    ],  
    "name": "Coda - π",  
    "team": "outsider",  
    "ability": "When you die, the Demon gains a Minion ability & learns which.",  
    "flavor": "Reduce opponent HP by 5. Reset cooldown of other cards on the field if opponent was defeated by this card",  
    "otherNight": 55,  
    "jinxes": [  
        {  
            "id": "baron",  
            "reason": "If the Demon gains the Baron's ability, up to 2 players become not-in-play Outsiders."  
        },  
        {  
            "id": "boomdandy",  
            "reason": "If the Coda is executed and the Demon would gain the Boondandy's ability, it instead triggers immediately."  
        },  
        {  
            "id": "falseidol_faketierscollection",  
            "reason": "If the Coda dies and would give the False Idol's ability, a Minion gains it instead and learns so."  
        },  
        {  
            "id": "grave_faketierscollection",  
            "reason": "Up to 3 extra players learn that the Grave is in-play. If the Grave's ability is created midgame, those are its targets. If no possible targets, the Grave's ability cannot be put into play."  
        },  
        {  
            "id": "hunter_faketierscollection",  
            "reason": "Up to 3 extra players learn that the Hunter is in-play. If the Hunter's ability is created midgame, those are its targets. If no possible targets, the Hunter's ability cannot be put into play."  
        },  
        {  
            "id": "marionette",  
            "reason": "If the Demon has a neighbor who can be a Marionette and Coda would give the Marionette ability, they become an evil Marionette."  
        },  
        {  
            "id": "mastermind",  
            "reason": "If the Coda dies and would give the Masterminds's ability, a Minion gains it instead and learns so."  
        },  
        {  
            "id": "scarletwoman",  
            "reason": "If the Coda dies and would give the Scarlet Woman's ability, a Minion gains it alongside their own instead and learns so."  
        },  
        {  
            "id": "summoner",  
            "reason": "The Demon cannot create an in-play Demon. If they create an out of play Demon, deaths tonight are arbitrary."  
        },  
        {  
            "id": "vizier",  
            "reason": "If the Coda dies and would give the Vizier's ability, a living Minion gains it alongside their own."  
        }  
    ]  
}
```



"Take 4 damage. Disappears from deck when used in Battle. Cannot be lost or dissolved"

Trauma

Ability: When you die, learn your character then a Townsfolk becomes a Trauma, thinks they are a Townsfolk & learns false info.

Trauma spreads itself upon dying.

When a **Trauma** dies, a **Townsfolk** becomes a **Trauma** but thinks they are still a **Townsfolk**.

Traumas made by **Trauma's** ability must receive false info and must think they are a **Townsfolk**, whether its the **Townsfolk** they originally were or a new **Townsfolk**.

When a **Trauma** made by **Trauma's** ability dies, they learn they are **Trauma**.

The original **Trauma** knows they are **Trauma**.

Dead **Townsfolk** can be turned into **Traumas** to end the chain.

How To Run

When a **Trauma** dies, mark any **Townsfolk** with the **Is a Trauma** token. They are now a **Trauma**. At the earliest opportunity at night, wake the newly dead **Trauma**, show them the **You are** info token and **Trauma's** token. Replace their character with a spare **Trauma** token if it is not already **Trauma** and put them to sleep.

Traumas who think they are a **Townsfolk** must only learn false info from their ability.

Examples

Trauma dies. The **Mathematician** becomes **Trauma** and does not learn this. They receive 1s and 2s when nobody's ability malfunctions. They die and learn they are **Trauma**, turning another **Townsfolk** into **Trauma**

4 **Traumas** have been made. When the 4th one dies, a dead **Townsfolk** becomes **Trauma**.

Jinxes

Vortox: Players turned into **Trauma** through its ability learn only true info if the **Vortox** is alive, **sober** and **healthy**.

Json

```
{
  "id": "trauma_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/trauma_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/trauma_evil_faketierscollection.png?raw=true"
  ],
  "otherNightReminder": "If a Trauma just died, wake them and show them the \"You are\" token then Trauma's character token. If their character on the Grimoire is not Trauma, take a spare Trauma token and replace their character with it. Mark a Townsfolk with Is Trauma token. They are Trauma now.",
  "remindersGlobal": [
    "Is a Trauma"
  ],
  "name": "Trauma - π",
  "team": "outsider",
  "ability": "When you die, learn your character then a Townsfolk becomes a Trauma, thinks they are a Townsfolk & learns false info.",
  "flavor": "Take 4 damage. Disappears from deck when used in Battle. Cannot be lost or dissolved",
  "otherNight": 66,
  "jinxes": [
    {
      "id": "vortox",
      "reason": "Players turned into Trauma through its ability learn only true info if the Vortox is alive, sober and healthy."
    }
  ],
  "special": [
    {
      "name": "replace-character",
      "type": "reveal"
    }
  ]
}
```



"Gain 2 Automana status & reduce cooldown of Attack cards by 2"

Showtime

Ability: If you died today or tonight & 5 or more players (excluding Travellers) live, choose an alive player: if they are not executed tomorrow, your team loses.

Showtime is a theater kid.

When the **Showtime** dies and 5 or more players live, aka 6 players before they died, tonight they choose an alive player. If that player is not executed tomorrow, good loses.

The **Showtime's** ability excludes **Travellers**.

The **Showtime** must choose an alive player.

How To Run

If **Showtime** dies during the day, mark them with the **Show Tonight** token.

At night, if **Showtime** died that night or is marked with the **Show Tonight** token, wake them. They point at a player. Mark them with the **Target** token and remove the **Show Tonight** token then put them to sleep.

Tomorrow, if the player marked **Target** is not executed, declare that the game is over and that evil has won. Otherwise remove the **Target** token.

Examples

Showtime died that day with 5 other players alive. Tonight they wake to choose a player. They are not executed tomorrow so evil wins.

The **Demon** kills the **Showtime** leaving 5 players alive. The **Showtime** chooses a player. They are executed tomorrow and the game continues.

The **Showtime** dies with 3 **Travellers** and 4 players alive. They do not choose anyone.

Jinxes

Hagumoth: If the **Showtime** chooses the same player as the **Hagumoth**, the **Showtime's** ability is canceled out.

Json

```
{
  "id": "showtime_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/showtime_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Outsiders/showtime_evil_faketierscollection.png?raw=true"
  ],
  "otherNightReminder": "If the Showtime died today & 5 or more players that are not Travellers are alive: they point to a player. Mark them with the Target token. If they are not executed tomorrow, the Showtime's team loses.",
  "reminders": [
    "Show Tonight",
    "Target"
  ],
  "name": "Showtime - π",
  "team": "outsider",
  "ability": "If you died today or tonight & 5 or more players (excluding Travellers) live, choose an alive player: if they are not executed tomorrow, your team loses.",
  "flavor": "Gain 2 Automana status & reduce cooldown of Attack cards by 2",
  "otherNight": 70,
  "jinxes": [
    {
      "id": "hagumoth_faketierscollection",
      "reason": "If the Showtime chooses the same player as the Hagumoth, the Showtime's ability is canceled out."
    }
  ]
}
```



Minions

Pages 39–52



"if you're not willing to obey, then only the end awaits you"

Hunter

Ability: You start knowing up to 3 in-play good characters (they learn this). If they are all dead, your team wins.

Hunter hunts.

The **Hunter** starts knowing up to 3 in-play good characters and if all of them are dead, evil wins.

These players learn the **Hunter** is in-play.

The **Hunter** targets the players not the characters themselves.

The game ends immediately after their deaths.

If the **Hunter** started out **drunk** or **poisoned** they still have targets, even if their characters might be different and those targets do not know this until **Hunter** is **sober** and **healthy**.

How To Run

When preparing the 1st night, mark up to 3 good players with **Target** tokens. On the 1st night, wake the **Hunter**, show them the character tokens of the players marked **Target**. Put them to sleep. Wake 1 of the players marked **Target**, show them **Hunter's** character token and put them to sleep. Repeat for the rest of the players.

If at any point in the game, all players marked **Target** are dead, announce the game is over and that evil has won.

Examples

The **Hunter** starts knowing the **Blitz**, **Cynic** and **Interceptor**. The **Demon** kills one of them, another is executed and then when the **Hunter** is **drunk** or **poisoned**, the final 1 dies. When the **Hunter** is **sober** and **healthy**, evil immediately wins.

The **Hunter** is **drunk** or **poisoned** and learns the wrong characters. When they are **sober** and **healthy**, at night, the real targets learn the **Hunter** is in-play.

Jinxes

Dazzle: The **Hunter** cannot have a **Dazzle** as their target

Exorcist: The **Hunter** cannot have a **Exorcist** as their target.

Heretic: The Hunter cannot have a Heretic as their target.

King: The **Hunter** cannot have a **King** as their target.

Lunatic: The **Hunter** cannot have a **Lunatic** as their target.

Pit Hag: Up to 3 extra players learn that the **Hunter** is in-play. If the **Hunter's** ability is created midgame, those are its targets. If no possible targets, the **Hunter's** ability cannot be put into play.

Spy: The **Spy** may choose to not see the **Grimoire**. If they do see the **Grimoire**, evil does not win from the **Hunter's** ability.

Widow: On the **Widow's** first night, they may choose to not see the **Grimoire**. Instead all in-play character tokens are shown to them. They choose 1 of those to poison. If they chose to see the **Grimoire**, evil does not win from the **Hunter's** ability.

Coda: Up to 3 extra players learn that the **Hunter** is in-play. If the **Hunter's** ability is created midgame, those are its targets. If no possible targets, the **Hunter's** ability cannot be put into play.

Json

```
{  
    "id": "hunter_faketierscollection",  
    "image": [  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
hunter_faketierscollection.png?raw=true",  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
hunter_good_faketierscollection.png?raw=true"  
    ],  
    "firstNightReminder": "Show the Hunter an up to 3 in-play good character tokens. Wake 1  
of these players up, show them Hunter's character token and put them to sleep. Repeat until  
all have woken up.",  
    "reminders": [  
        "Target",  
        "Target",  
        "Target"  
    ],  
    "name": "Hunter - π",  
    "team": "minion",  
    "ability": "You start knowing up to 3 in-play good characters (they learn this). If they  
are all dead, your team wins.",  
    "flavor": "if you're not willing to obey, then only the end awaits you",  
    "firstNight": 35,  
    "jinxes": [  
        {  
            "id": "dazzle_faketierscollection",  
            "reason": "The Hunter cannot have a Dazzle as their target."  
        },  
        {  
            "id": "exorcist",  
            "reason": "The Hunter cannot have a Exorcist as their target."  
        },  
        {  
            "id": "heretic",  
            "reason": "The Hunter cannot have a Heretic as their target."  
        },  
        {  
            "id": "king",  
            "reason": "The Hunter cannot have a King as their target."  
        },  
        {  
            "id": "lunatic",  
            "reason": "The Hunter cannot have a Lunatic as their target."  
        },  
        {  
            "id": "pithag",  
            "reason": "Up to 3 extra players learn that the Hunter is in-play. If the Hunter's  
ability is created midgame, those are its targets. If no possible targets, the Hunter's  
ability cannot be put into play."  
        },  
        {  
            "id": "spy",  
            "reason": "The Spy may choose to not see the Grimoire. If they do see the Grimoire,  
evil does not win from the Hunter's ability."  
        },  
        {  
            "id": "widow",  
            "reason": "On the Widow's first night, they may choose to not see the Grimoire.  
Instead all in-play character tokens are shown to them. They choose 1 of those to poison. If  
they chose to see the Grimoire, evil does not win from the Hunter's ability."  
        }  
    ]  
}
```



"Chomp Chomp"

Biter

Ability: You start knowing which Outsiders are in-play. Dead Outsiders poison 1 Townsfolk neighbor. [-1 or +1 Outsider]

Biter feeds on Outsiders.

The **Biter** starts knowing all **Outsider** characters in-play. When any **Outsider** dies, they poison 1 **Townsfolk** neighbor.

If the **Biter** is in-play, 1 **Outsider** is either been added or removed.

Dead **Outsiders** constantly poison 1 **Townsfolk** neighbor, if the **poisoned** changes character types, they are no longer **poisoned** and it moves to another player.

If the **Biter** was **drunk** or **poisoned** when the **Outsider** died, they still poison a **Townsfolk** neighbor when they are **sober** and **healthy**.

How To Run

When setting up the game, either remove 1 **Townsfolk** token and add 1 **Outsider** token or remove 1 **Outsider** token and add 1 **Townsfolk** token.

On the 1st night, wake the **Biter**, show them the character tokens of all **Outsiders** in-play. Put them to sleep.

When an **Outsider** dies, 1 of their **Townsfolk** neighbors is **poisoned**, mark them with the **Poisoned** token.

Examples

The **Biter** starts knowing the **Showtime** and **Stress** are in-play. The **Showtime** dies and poisons a **Townsfolk** neighbor. The **Biter** is **drunk** or **poisoned** when the **Stress** dies but when they are **sober** and **healthy**, 1 of **Stress'** **Townsfolk** neighbors are **poisoned**.

The **Biter** is in-play. The **Outsider** count is 1 less or 1 more than it should be.

Jinxes

Heretic: The **Heretic** starts knowing an out-of-play **Outsider** & registers as that **Outsider** to **Biter**.

Json

```
{
  "id": "biter_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/biter_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/biter_good_faketierscollection.png?raw=true"
  ],
  "firstNightReminder": "Show each of the Outsider tokens in-play",
  "reminders": [
    "Poisoned",
    "Poisoned",
    "Poisoned",
    "Poisoned"
  ],
  "setup": true,
  "name": "Biter - π",
  "team": "minion",
  "ability": "You start knowing which Outsiders are in-play. Dead Outsiders poison 1 Townsfolk neighbor. [-1 or +1 Outsider]",
  "flavor": "Chomp Chomp",
  "firstNight": 30,
  "jinxes": [
    {
      "id": "heretic",
      "reason": "The Heretic starts knowing an out-of-play Outsider & registers as that Outsider to Biter."
    }
  ]
}
```



"you shall not pass"

Grave

Ability: You start knowing up to 3 in-play good characters (they learn this). Each night*, if you guess the players & at least 1 lives, your team wins.

Grave awaits the fool.

The **Grave** starts knowing up to 3 in-play good characters and if they guess the players, evil wins.

These players learn the **Grave** is in-play.

The **Grave** targets the players not the characters themselves.

At least 1 must be alive for **Grave's** ability to end the game.

If the **Grave** started out **drunk** or **poisoned** they still have targets, even if their characters might be different and those targets do not know this until **Hunter** is **sober** and **healthy**.

How To Run

When preparing the 1st night, mark up to 3 good players with **Target** tokens. On the 1st night, wake the **Grave**, show them the character tokens of the players marked **Target**. Put them to sleep. Wake 1 of the players marked **Target**, show them **Grave's** character token and put them to sleep. Repeat for the rest of the players.

Every night but the 1st, wake the **Grave**. They point at players equal to targets. If all of them are targets and at least 1 is alive, announce that the game is over and evil has won. Otherwise, put them to sleep.

Examples

The **Grave** starts knowing the **Showtime**, **Dreamer** and **Overdrive**. They learn this. Later they guessed incorrectly. The game continues. The next night they guess correctly and their team wins.

All of the **Grave's** targets are dead, when they guess correctly, nothing happens.

The **Grave** is **drunk** or **poisoned** and learns the wrong characters. When they are **sober** and **healthy**, at night, the real targets learn the **Hunter** is in-play.

Jinxes

Dazzle: The **Grave** cannot have a **Dazzle** as their target

Exorcist: The **Grave** cannot have a **Exorcist** as their target.

Heretic: The **Grave** cannot have a **Heretic** as their target.

King: The **Grave** cannot have a **King** as their target.

Lunatic: The **Grave** cannot have a **Lunatic** as their target.

Pit Hag: Up to 3 extra players learn that the **Grave** is in-play. If the **Grave's** ability is created midgame, those are its targets. If no possible targets, the **Grave's** ability cannot be put into play.

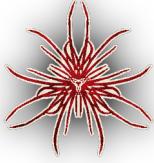
Spy: The **Spy** may choose to not see the **Grimoire**. If they do see the **Grimoire**, evil does not win from the **Grave** correctly guessing.

Widow: On the **Widow's** first night, they may choose to not see the **Grimoire**. Instead all in-play character tokens are shown to them. They choose 1 of those to poison. If they chose to see the **Grimoire**, evil does not win from the **Grave** correctly guessing.

Coda: Up to 3 extra players learn that the **Grave** is in-play. If the **Grave's** ability is created midgame, those are its targets. If no possible targets, the **Grave's** ability cannot be put into play.

Json

```
{  
  "id": "grave_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
grave_faketierscollection.png?raw=true",  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
grave_good_faketierscollection.png?raw=true"  
  ],  
  "firstNightReminder": "Show the Grave an up to 3 in-play good character tokens. Wake 1 of  
these players up, show them Grave's character token and put them to sleep. Repeat until all  
have woken up",  
  "otherNightReminder": "The Grave points to as many players as targets. If correct and at  
least 1 lives, announce that their team has won.",  
  "reminders": [  
    "Target",  
    "Target",  
    "Target"  
  ],  
  "name": "Grave - π",  
  "team": "minion",  
  "ability": "You start knowing up to 3 in-play good characters (they learn this). Each  
night*, if you guess the players & at least 1 lives, your team wins.",  
  "flavor": "you shall not pass",  
  "firstNight": 34,  
  "otherNight": 30,  
  "jinxes": [  
    {  
      "id": "dazzle_faketierscollection",  
      "reason": "The Grave cannot have a Dazzle as their target."  
    },  
    {  
      "id": "exorcist",  
      "reason": "The Grave cannot have a Exorcist as their target."  
    },  
    {  
      "id": "heretic",  
      "reason": "The Grave cannot have a Heretic as their target."  
    },  
    {  
      "id": "king",  
      "reason": "The Grave cannot have a King as their target."  
    },  
    {  
      "id": "lunatic",  
      "reason": "The Grave cannot have a Lunatic as their target."  
    },  
    {  
      "id": "pithag",  
      "reason": "Up to 3 extra players learn that the Grave is in-play. If the Grave's  
ability is created midgame, those are its targets. If no possible targets, the Grave's  
ability cannot be put into play."  
    },  
    {  
      "id": "spy",  
      "reason": "The Spy may choose to not see the Grimoire. If they do see the Grimoire,  
evil does not win from the Grave correctly guessing."  
    },  
    {  
      "id": "widow",  
      "reason": "On the Widow's first night, they may choose to not see the Grimoire.  
Instead all in-play character tokens are shown to them. They choose 1 of those to poison. If  
they chose to see the Grimoire, evil does not win from the Grave correctly guessing."  
    }  
  ]  
},
```



*"Through the path of
Umalaag, I stand upon thy
grave. Through the will of the
One Beyond, I break thy
spirit. Through the ends of
Heaven and Hell, I cut thy
heart."*

Hagumoth

Ability: Each night, choose a player: they learn this & if they are executed tomorrow, their team loses.

Hagumoth tears you apart.

Each night, the **Hagumoth** chooses a player, if they are executed tomorrow, their team loses.

The chosen player learns the **Hagumoth** has chosen them.

How To Run

Every night, wake the **Hagumoth**. They point at any player. Mark them with the **Chosen** token and put the **Hagumoth** to sleep. Wake that player, show them the "This character selected you" info token and **Hagumoth's** token and put them to sleep.

Tomorrow, if the chosen player is executed, announce that the game is over and which team has won.

Examples

The **Hagumoth** chooses a good player. They learn this and are executed tomorrow so evil wins.

The **Hagumoth** chooses themselves. They are executed tomorrow and good wins.

Jinxes

Plague Doctor: If the **Plague Doctor** dies, a living Minion gains the **Hagumoth** ability in addition to their own and learns this.

Vizier: The **Vizier** wakes with the **Hagumoth**, learns who they choose and cannot choose to immediately execute that player tomorrow.

Showtime: If the **Showtime** chooses the same player as the **Hagumoth**, the **Showtime's** ability is canceled out.

Json

```
{  
  "id": "hagumoth_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
hagumoth_faketierscollection.png?raw=true",  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
hagumoth_good_faketierscollection.png?raw=true"  
  ],  
  "firstNightReminder": "The Hagumoth points to a player. Wake that player, show them the  
\\"This character selected you\\" token and then Hagumoth's character token then put them to  
sleep. Mark them with the Chosen token. Tomorrow, if they are executed, their team loses.",  
  "otherNightReminder": "The Hagumoth points to a player. Wake that player, show them the  
\\"This character selected you\\" token and then Hagumoth's character token then put them to  
sleep. Mark them with the Chosen token. Tomorrow, if they are executed, their team loses.",  
  "reminders": [  
    "Chosen"  
  ],  
  "name": "Hagumoth - π",  
  "team": "minion",  
  "ability": "Each night, choose a player: they learn this & if they are executed tomorrow,  
their team loses.",  
  "flavor": "Through the path of Umalaag, I stand upon thy grave. Through the will of the  
One Beyond, I break thy spirit. Through the ends of Heaven and Hell, I cut thy heart.",  
  "firstNight": 38,  
  "otherNight": 26,  
  "jinxes": [  
    {  
      "id": "plaguedoctor",  
      "reason": "If the Plague Doctor dies, a living Minion gains the Hagumoth ability in  
addition to their own and learns this."  
    },  
    {  
      "id": "vizier",  
      "reason": "The Vizier wakes with the Hagumoth, learns who they choose and cannot  
choose to immediately execute that player tomorrow."  
    }  
  ]  
}
```



"We shall dance, challenger"

Tyrant

Ability: Each night*, choose a player: they die. The Demon wakes every other night, even if you are dead, drunk or poisoned.

The Tyrant overthrows the Demon.

Each night but the first, the **Tyrant** chooses a player, they die.

The **Demon** cannot wake every other night, even if the **Tyrant** is dead, **drunk**, or **poisoned**.

This applies to all alive **Demons** (if there are multiple).

How To Run

Every night but the first, wake the **Tyrant**, they point to any player. That player dies, mark them with the **Dead** token.

After the **Demon** wakes, mark them with the **Overthrown** token. If the **Demon** should wake and is marked with **Overthrown**, they don't and the **Overthrown** token is removed.

Examples

On the 2nd night, the **Demon** wakes to kill a player and so does the **Tyrant**. On the 3rd night, only the **Tyrant** does.

The **Tyrant** dies. The **Demon** still wakes every other night but the **Tyrant** stops waking.

Jinxes

Banshee: The **Tyrant** registers as the **Demon** to the **Banshee**.

Lil' Monsta: The **Lil' Monsta's** ability does not kill every other day/night cycle.

Monk: The **Tyrant** registers as the **Demon** to the **Monk**.

Sage: If the **Tyrant** kills the **Sage**, the **Sage** learns the **Demon** is 1 of 2 players.

Spirit: The **Tyrant** registers as the **Demon** to the **Spirit**.

Yaggabibble: The **Yaggabibble's** ability does not kill every other day/night cycle.

Zombuul: If the **Tyrant** is in-play, the **Zombuul** instead wakes every other night that no player died that day.

Json

```
{
  "id": "tyrant_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/tyrant_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/tyrant_good_faketierscollection.png?raw=true"
  ],
  "otherNightReminder": "The Tyrant points to a player. That player dies. If the Demon is marked with the Overthrown token, they do not wake tonight. If they do not, wake them as normal and then mark them with the Overthrown token.",
  "reminders": [
    "Dead",
    "Overthrown"
  ],
  "name": "Tyrant - π",
  "team": "minion",
  "ability": "Each night*, choose a player: they die. The Demon wakes every other night, even if you are dead, drunk or poisoned.",
  "flavor": "We shall dance, challenger",
  "otherNight": 34,
  "jinxes": [
    {
      "id": "banshee",
      "reason": "The Tyrant registers as the Demon to the Banshee."
    },
    {
      "id": "lilmonsta",
      "reason": "The Lil' Monsta's ability does not kill every other day/night cycle."
    },
    {
      "id": "monk",
      "reason": "The Tyrant registers as the Demon to the Monk."
    },
    {
      "id": "sage",
      "reason": "If the Tyrant kills the Sage, the Sage learns the Demon is 1 of 2 players."
    },
    {
      "id": "spirit_faketierscollection",
      "reason": "The Tyrant registers as the Demon to the Spirit."
    },
    {
      "id": "yaggababble",
      "reason": "The Yaggababble's ability does not kill every other day/night cycle."
    },
    {
      "id": "zombuul",
      "reason": "If the Tyrant is in-play, the Zombuul instead wakes every other night that no player died that day."
    }
  ]
}
```



*“... And it shall be our duty
to slay the children of the
wretched witch as our only
way to reply to her sins”*

Enra

Ability: Twice per game at night, choose a player: they learn this & have no ability. If you have no ability, chosen players might regain theirs at any time.

The Enra reaps you.

Twice per game, the **Enra** chooses a player to remove their abilities.

Players learn that this has happened to them.

If the **Enra** has no ability, either being **drunk**, **poisoned**, dead, choosing themselves, being chosen by the **Preacher**, players it reaped do not immediately gain back their abilities but instead might gain them back at any time during this period.

How To Run

When setting up the 1st night, mark the **Enra** with 2 **Has Ability** tokens.

Every night, if the **Enra** has their ability, wake the **Enra**. They shake their head “no” or point to any player. If they pointed, remove a **Has Ability** token from the **Enra**, and place it on that player, rotating it upside-down. Put the **Enra** to sleep. Wake the chosen player (if any), show them the “**This character selected you**” info token and **Enra’s** token then put them to sleep. They have no ability.

If the **Enra** is **drunk**, **poisoned**, dead or has no ability for any reason, you may give back any **Enra**-chosen player’s ability back at any time during this period. Rotate their **Has Ability** token back to regular orientation to indicate this.

If you, for any reason cannot rotate reminder tokens on your virtual **Grimoire**, use **Enra’s No Ability** token.

Examples

The **Enra** chooses the **Savant**. They learn this and when they visit the **Storyteller**, they learn nothing.

The **Enra** is dead, **drunk** or **poisoned**. The reaped **Cynic** is woken to choose a player and learns an evil character.

Json

```
{
  "id": "enra_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/enra_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/enra_good_faketierscollection.png?raw=true"
  ],
  "firstNightReminder": "Mark the Enra with both Has Ability tokens. The Enra shakes head \"no\" or points to a player. Wake that player up, show them the \"This character selected you\" token and Enra's character token then put them to sleep. They have no ability, move the Has Ability token to them and rotate it upside-down.",
  "otherNightReminder": "If the Enra has their ability: the Enra shakes head \"no\" or points to a player. Wake that player up, show them the \"This character selected you\" token and Enra's character token then put them to sleep. They have no ability, move the Has Ability token to them and rotate it upside-down.",
  "reminders": [
    "Has Ability",
    "Has Ability",
    "No Ability"
  ],
  "name": "Enra - π",
  "team": "minion",
  "ability": "Twice per game at night, choose a player: they learn this & have no ability. If you have no ability, chosen players might regain theirs at any time.",
  "flavor": "... And it shall be our duty to slay the children of the wretched witch as our only way to reply to her sins",
  "firstNight": 24,
  "otherNight": 11.1
}
```



*"Do not worry, your death
will be swift and painless"*

Corrupted

Ability: Twice per game, at night*, choose 2 players (all learn which): after a 10 to 1 countdown, the player with the most votes dies & the other lives, you break ties.

The Corrupted makes you pick your poison.

Twice per game, the **Corrupted** chooses 2 players that players must vote for who dies and who lives.

Voting is silent and anonymous and vote tokens are not consumed.

Players can be brought back to life this way.

The Corrupted breaks ties.

Raising your hand is voting for the 1st and lowering it is a vote for the 2nd.

The countdown can last as long as the **Storyteller** needs, so long as they are audibly (or at least clearly) counting from 10.

How To Run

When setting up the 1st night, mark the **Corrupted** with 2 **Has Ability** tokens.

Every night but the 1st, if the **Corrupted** has their ability, wake the **Corrupted**. They shake their head "no" or point to any 2 players. If they pointed, remove a **Has Ability** token from the **Corrupted**, mark the 1st with the **Choice 1** token and the 2nd with the **Choice 2** token. Announce, "The **Corrupted** has chosen" the 1st player's name "and" the 2nd player's name. "I will count from 10 and whoever has their hand raised at the end will vote for the 1st to die and whoever has their hand down will vote for the 2nd to die.". After the countdown, whoever has the most votes dies, mark them with the **Dead**, token and the other player lives, remove any existing **shroud**.

Tomorrow, announce who lived and who died, regardless of if anything changed of either player.

On a virtual **Grimoire**, such as the official app, this is impossible to do. Instead all players will silently message their vote and those who do not will have voted for the 2nd.

Examples

The **Zhobazhu**-killed **Corrupted** chooses another player and themselves. After the countdown, most players have their hand. The 1st player dies and they are alive.

The **Corrupted** chooses 2 players. After the countdown, there is a tie and **Corrupted** has their hand down so the 2nd player dies.

Json

```
{
  "id": "corrupted_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/corrupted_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/corrupted_good_faketierscollection.png?raw=true"
  ],
  "firstNightReminder": "Mark the Corrupted with both Has Ability tokens.",
  "otherNightReminder": "Every night but the first, if the Corrupted has its ability: the Corrupted shakes head \"no\" or points to 2 players. Mark the first player with the Choice 1 token and the second with the Choice 2 token. Remove a Has Ability token from Corrupted. Announce \"The Corrupted has chosen\" the first player's name \"and\" the second player's name. \"After a countdown from 10, if most players have their hand up, the first player dies and if most players have their hand down, the second player dies. The Corrupted breaks ties.\" Start the countdown. When the countdown reaches 0, tally the results silently. The player with the most votes dies, mark them with the Dead token, and the other is now alive, remove any existing shroud.",
  "reminders": [
    "Dead",
    "Choice 1",
    "Choice 2",
    "Has Ability",
    "Has Ability"
  ],
  "name": "Corrupted - π",
  "team": "minion",
  "ability": "Twice per game, at night*, choose 2 players (all learn which): after a 10 to 1 countdown, the player with the most votes dies & the other lives, you break ties.",
  "flavor": "Do not worry, your death will be swift and painless",
  "firstNight": 1,
  "otherNight": 16
}
```



*"I am the Infinite
Spiral, the herald of The
One Beyond. What are
you?"*

Marusok

Ability: You have a not-in-play Demon ability & register as them too. Evil players might not wake. [All Minions are Marusok]

Marusok summons all Demons.

Marusok has an out of play Demon ability and registers as that Demon too.

If **Marusok** is in-play, all **Minions** are **Marusok**.

The **Storyteller** may choose to not wake evil players.

Marusok also still registers as **Marusok**.

Marusok is not "**The Demon**" and do not need to die for good to win. The real **Demon** still exists.

Each **Marusok** must have a different **Demon** ability.

How To Run

When setting up the game, remove all **Minion** tokens and replace them all with **Marusok** tokens.

On the 1st night, wake a **Marusok**, show them a not-in-play **Demon** character token and replace their character token with that **Demon** then mark them with an **Is Marusok** token. They have that **Demon's** ability. Put them to sleep. Repeat until all **Marusok** have woken.

At night, you may choose to not wake an evil player for their ability if they do wake.

Examples

Marusok is in-play in a 10 player game. Both **Minions** are **Marusok** and have the abilities of the **Pukka** and **Zombuul**. The **Pukka-Marusok** does not wake night 1 but wakes night 2, on night 3 the real **Demon** wakes and on night 4, the **Zombuul-Marusok** is the only evil player to wake.

The **Demon** dies and good wins while **Marusok** lives.

Jinxes

Corr. Sylphy: **Corr. Sylphy's** ability only checks the last night they woke.

Cultist: If **Marusok** has the **Cultist** ability, other **Marusok** might have it as well. The **Demon** might be a **Cultist** too.

Lil' Monsta: If the **Engineer** successfully creates **Marusok**, all **Minions** become **Marusok**.

Invitation Letter: **Marusok** can be invited alongside a **Demon**. If it is, all **Minions** become **Marusok** except the **Invitee**, who becomes the invited **Demon**.

Kazali: The **Kazali** may choose **Marusok's** Demon abilities. If they made a **Marusok**, all **Minions** become **Marusok**.

Legion: If **Marusok** has the **Legion** ability, other **Marusok** might have it as well. The **Demon** might be **Legion** too.

Po: **Demons** may choose to not attack when they wake. If the **Po** wakes and the last **Demon** to wake chose to not attack, they choose 3 players.

Summoner: The **Summoner** may choose to create **Marusok** as well as their **Demon**. If they do, all **Minions** become **Marusok** and the **Summoner**-chosen player becomes the chosen **Demon**.

Json

```
{  
    "id": "marusok_faketierscollection",  
    "image": [  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
marusok_faketierscollection.png?raw=true",  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
marusok_good_faketierscollection.png?raw=true"  
    ],  
    "firstNightReminder": "Wake all Marusok 1 by 1. Show them each a not in-play Demon ability and  
replace their tokens with the corresponding Demon. Mark them with the Is Marusok tokens.",  
    "remindersGlobal": [  
        "Is Marusok",  
        "Is Marusok",  
        "Is Marusok",  
        "Is Marusok",  
        "Is Marusok"  
    ],  
    "setup": true,  
    "name": "Marusok - π",  
    "team": "minion",  
    "ability": "You have a not-in-play Demon ability & register as them too. Evil players might not  
wake. [All Minions are Marusok]",  
    "flavor": "I am the Infinite Spiral, the herald of The One Beyond. What are you?",  
    "firstNight": 4,  
    "jinxes": [  
        {  
            "id": "corrsylphy_faketierscollection",  
            "reason": "Corr. Sylphy's ability only checks the last night they woke."  
        },  
        {  
            "id": "cultist_faketierscollection",  
            "reason": "If Marusok has the Cultist ability, other Marusok might have it as well. The Demon  
might be a Cultist too."  
        },  
        {  
            "id": "engineer",  
            "reason": "If the Engineer successfully creates Marusok, all Minions become Marusok."  
        },  
        {  
            "id": "invitationletter_faketierscollection",  
            "reason": "Marusok can be invited alongside a Demon. If it is, all Minions become Marusok except  
the Invitee, who becomes the invited Demon."  
        },  
        {  
            "id": "kazali",  
            "reason": "Kazali may choose Marusok's Demon abilities. If they made a Marusok, all Minions  
become Marusok."  
        },  
        {  
            "id": "legion",  
            "reason": "If Marusok has the Legion ability, other Marusok might have it as well. The Demon  
might be Legion too."  
        },  
        {  
            "id": "po",  
            "reason": "Demons may choose to not attack when they wake. If the Po wakes and the last Demon to  
wake chose to not attack, they choose 3 players."  
        },  
        {  
            "id": "summoner",  
            "reason": "The Summoner may choose to create Marusok as well as their Demon. If they do, all  
Minions become Marusok and the Summoner chosen player becomes the chosen Demon."  
        }  
    ],  
    "special": [  
        {  
            "name": "replace-character",  
            "type": "reveal"  
        },  
        {  
            "name": "bag-duplicate",  
            "type": "selection"  
        }  
    ]  
}
```



"LISTEN TO ME.
WATCH ME. LOVE
ME!"

False Idol

Ability: After day 6, at dusk, evil wins. Good can't win by killing the Demon.

False Idol takes the stage.

After day 6, evil wins.

While the **False Idol** lives, good cannot win through their main condition of killing the **Demon**.

Remember to announce the day number, even if the **False Idol** is not in-play.

How To Run

When preparing the 1st night, place the **Stage** token 6 steps anti-clockwise to the **False Idol**.

At the start of every day, move the **Stage** token 1 step clockwise. If it reaches the **False Idol**, do not move it any more.

Every dusk, if the **False Idol** is marked **Stage**, announce that the game is over and that evil has won.

If the **Demon** dies, good does not win.

If **False Idol's** character moves, move the **Stage** token accordingly so this setup does not break.

Examples

The **Demon** is executed, the game continues. When the **False Idol** is executed, good wins.

It is the 7th night, evil wins.

Jinxes

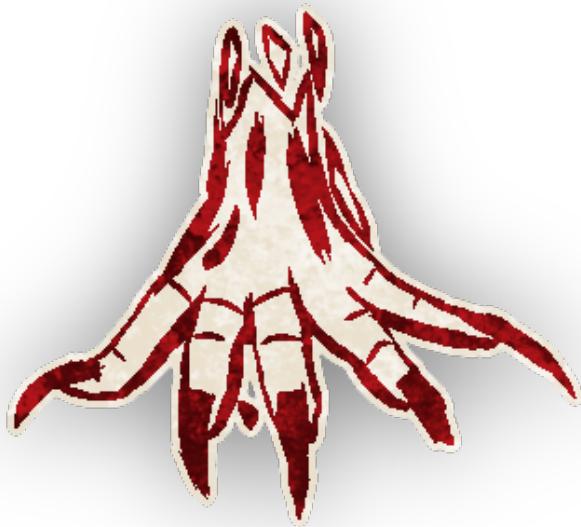
Estelle: A dead **False Idol** cannot stop good from winning through killing the **Demon**.

Vigormortis: A dead **False Idol** cannot stop good from winning through killing the **Demon**.

Zhabazhbu: A dead **False Idol** cannot stop good from winning through killing the **Demon**.

Json

```
{
  "id": "falseidol_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/falseidol_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/falseidol_good_faketierscollection.png?raw=true"
  ],
  "firstNightReminder": "Move the Stage token 1 step clockwise.",
  "otherNightReminder": "Move the Stage token 1 step clockwise. If it reaches False Idol, do not move it anymore.",
  "reminders": [
    "Stage"
  ],
  "name": "False Idol - π",
  "team": "minion",
  "ability": "After day 6, at dusk, evil wins. Good can't win by killing the Demon.",
  "flavor": "LISTEN TO ME, WATCH ME, LOVE ME!",
  "firstNight": 99,
  "otherNight": 99,
  "jinxes": [
    {
      "id": "estelle_faketierscollection",
      "reason": "A dead False Idol cannot stop good from winning through killing the Demon."
    },
    {
      "id": "vigormortis",
      "reason": "A dead False Idol cannot stop good from winning through killing the Demon."
    },
    {
      "id": "zhobazhbu_faketierscollection",
      "reason": "A dead False Idol cannot stop good from winning through killing the Demon."
    }
  ]
}
```



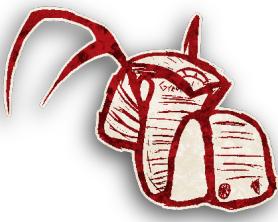
Demons

Pages 54–71

"Greetings to whomever receives this letter.

You have been invited to be the VIP guest of the Great Party at Midnight being held on the 3rd night of the Black Moon!

All costs will be covered by our generous Host. Entertainment includes: singing, dancing, darts, music, talking, murdering the guests (only after the clock strikes 3), betrayal. Please bring your own Demon horns and ornamental mask.*



**Costs covered do not include travel fees, legal fees, hospital fees, bail. By attending this party you hereby acknowledge that The Followers of the One Beyond will not be held liable for any injuries, diseases, murder, arson, loss of sanity, loss of kidneys, and that you, the holder of the letter, consent to having your insides violently ripped out and replaced by the unholy offspring of our Lord."*

Invitation Letter

Ability: Each night, Minions choose who holds the Invitation Letter. On night 3, the Invitee chooses a Demon to become. **[+1 Minion]**

The Invitation Letter is your ticket to greatness.

There is no player with the **Invitation Letter** character. It is instead a token held by a player called the **Invitee**.

Each night, **Minions** choose who is this **Invitee** and on night 3, the **Invitee** chooses a **Demon** to become. This does not change their alignment.

The **Invitation Letter** cannot be **drunk** or **poisoned**.

The **Invitee** is not "**The Demon**" but if they die, the **Invitation Letter** does too, ending the game in good's win. This only persists until after night 3.

A **Minion** replaces the missing **Demon**.

How To Run

When setting up the game, remove the **Demon** token and replace it with 1 **Minion** token.

When preparing the 1st night, place the **Night 1** token in the center of the **Grimoire**. When preparing the 2nd night, place the **Night 2** token in the center of the **Grimoire**. When preparing the 3rd night, place the **Night 3** token in the center of the **Grimoire**.

Each night, wake all **Minions**. The majority will point to a player. If they can't decide, choose a player. Put all **Minions** to sleep. Wake that player. Give them the **Invitation Letter's** token and mark them with the **Invitee** token. Put them to sleep. If the **Night 3** token is in the center of the **Grimoire**, wake the **Invitee**, they point to a **Demon** icon on the character sheet. Show them the "**You are**" info token then the **Demon** they chose, then put them to sleep. Replace their old character token with the new **Demon** token. You may need to rotate it upside-down if they are good. Remove all the **Night** tokens from the **Grimoire**.

If the **Invitee** dies before a **Demon** is ever invited, declare that the game is over and good has won.

Examples

It is 9 players. There are 2 **Minions** and no **Demon**. Both **Minions** wake together and eventually point to 1. That **Minion** is given the **Invitation Letter's** token. They die tomorrow and good wins.

The good **Invitee** invites **Lleech** and becomes a good **Lleech**.

Jinxes

Clockmaker: If the **Invitation Letter** is in-play, the **Clockmaker** does not receive their info until a **Demon** is invited.

Cultist: If the **Cult** is invited, most players (including all evil players) become evil **Cultists**. If the **Cult** wins and they were invited, they must do the macarena.

Engineer: If the **Engineer** removes the **Invitation Letter** from play, the **Invitee** becomes the chosen **Demon**. If the **Engineer** creates the **Invitation Letter** before night 4, the **Demon** becomes a not-in-play **Minion Invitee**. Otherwise nothing happens.

Hatter: If the **Hatter** dies, the **Invitee** can choose a **Demon** to become. If the **Demon** chooses **Invitation Letter**, they also choose a **Minion** to become and are the **Invitee**.

Legion: If **Legion** is invited, most players (including all evil players) become evil **Legion**.

Lord of Typhon: If a good Invitee neighboring a **Minion** invites **Lord of Typhon**, they turn evil.

Marusok: **Marusok** can be invited alongside a **Demon**. If it is, all **Minions** become **Marusok** except the **Invitee**, who becomes the invited **Demon**.

Magician: Each night, the **Magician** chooses a **Minion**: if that **Minion** & the **Invitation Letter** are alive, that **Minion** is the **Invitee**.

Marionette: The **Marionette** neighbors a **Minion**, not the **Demon**. The **Marionette** is not woken to choose who takes the **Invitation Letter's** token. The other **Minions** know the **Marionette**.

Poppy Grower: If the **Poppy Grower** is in-play, **Minions** don't wake together. They are woken one by one, until one of them chooses to be the **Invitee**.

Pukka: The **Invitee** may choose to invite **Pukka** on night 2.

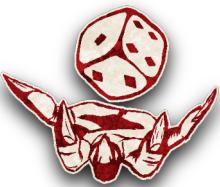
Trick Mask: If **Trick Mask's** ability is active and the **Invitation Letter** is alive, **Minions** do not learn each other and are instead woken 1 by 1 until 1 of them chooses to take the **Invitation letter's** token. After a **Demon** is invited, **Minions** learn each other.

Vizier: The **Vizier** can die by execution if they are the **Invitee**.

Zombuul: On night 3, if a dead player becomes the **Invitee**, they may choose to invite **Zombuul**. If they do, they become a **Zombuul** that has died once.

Json

```
{  
    "id": "invitationletter_faketierscollection",  
    "image": [  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/invitationletter_faketierscollection.png?raw=true",  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/invitationletter_good_faketierscollection.png?raw=true"  
    ],  
    "firstNightReminder": "Wake all Minions. They will point to a player. Wake that player, give them the Invitation Letter's token and mark them with the Invithee token.",  
    "otherNightReminder": "Wake all Minions. They will point to a player. Wake that player, give them the Invitation Letter's token and mark them with the Invithee token. If it is night 3, they point to a Demon on the character sheet. Show them the \"You are\" card and the relevant Demon token.",  
    "remindersGlobal": [  
        "Night 1",  
        "Night 2",  
        "Night 3",  
        "Invithee"  
    ],  
    "setup": true,  
    "name": "Invitation Letter - n",  
    "team": "demon",  
    "ability": "Each night, Minions choose who holds the Invitation Letter. On night 3, the Invithee chooses a Demon to become. [+1 Minion]",  
    "flavor": "Greetings to whomever receives this letter. \\n\\nYou have been invited to be the VIP guest of the Great Party at Midnight being held on the 3rd night of the Black Moon! \\nAll costs will be covered by our generous Host*. Entertainment includes: singing, dancing, darts, music, talking, murdering the guests (only after the clock strikes 3), betrayal. Please bring your own Demon horns and ornamental mask. \\n\\n\\n*Costs covered do not include travel fees, legal fees, hospital fees, bail. By attending this party you hereby acknowledge that The Followers of the One Beyond will not be held liable for any injuries, diseases, murder, arson, loss of sanity, loss of kidneys, and that you, the holder of the letter, consent to having your insides violently ripped out and replaced by the unholy offspring of our Lord.",  
    "firstNight": 24,  
    "otherNight": 30,  
    "jinxes": [  
        {  
            "id": "clockmaker",  
            "reason": "If the Invitation Letter is in-play, the Clockmaker does not receive their info until a Demon is successfully invited."  
        },  
        {  
            "id": "cultist_faketierscollection",  
            "reason": "If the Cult is invited, most players (including all evil players) become evil Cultists. If the Cult wins and they were invited, they must do the macarena."  
        },  
        {  
            "id": "engineer",  
            "reason": "If the Engineer removes the Invitation Letter from play, the Invithee becomes the chosen Demon. If the Engineer creates the Invitation Letter before night 4, the Demon becomes a not-in-play Minion Invithee. Otherwise nothing happens."  
        },  
        {  
            "id": "hatter",  
            "reason": "If the Hatter dies, the Invithee can choose a Demon to become. If the Demon chooses Invitation Letter, they also choose a Minion to become and are the Invithee."  
        },  
        {  
            "id": "legion",  
            "reason": "If Legion is invited, most players (including all evil players) become evil Legion."  
        },  
        {  
            "id": "lordoftyphon",  
            "reason": "If a good Invithee neighboring a Minion invites Lord of Typhon, they turn evil."  
        },  
        {  
            "id": "magician",  
            "reason": "Each night, the Magician chooses a Minion: if that Minion & the Invitation Letter are alive, that Minion is the Invithee."  
        },  
        {  
            "id": "marionette",  
            "reason": "The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Invitation Letter's token. The other Minions know the Marionette."  
        },  
        {  
            "id": "poppygrower",  
            "reason": "If the Poppy Grower is in-play, Minions don't wake together. They are woken one by one, until one of them chooses to be the Invithee."  
        },  
        {  
            "id": "pukka",  
            "reason": "The Invithee may choose to invite Pukka on night 2."  
        },  
        {  
            "id": "trickmask_faketierscollection",  
            "reason": "If Trick Mask's ability is active and the Invitation Letter is alive, Minions do not learn each other and are instead woken 1 by 1 until 1 of them chooses to take the Invitation letter's token. After a Demon is invited, Minions learn each other."  
        },  
        {  
            "id": "vizier",  
            "reason": "The Vizier can die by execution if they are the Invithee."  
        },  
        {  
            "id": "zombuul",  
            "reason": "On night 3, if a dead player becomes the Invithee, they may choose to invite Zombuul. If they do, they become a Zombuul that has died once."  
        }  
    "special": [  
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            "name": "bag-disabled",  
            "type": "selection"  
        },  
        {  
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            "type": "ability",  
            "time": "night",  
            "global": "minion"  
        }  
    ]  
}
```



*"the time has come for you
to return where you belong"*

Hand of Fate

Ability: Each night, choose a number: gain that ability. Each night*, choose a player: they die. All players start knowing your abilities.

The Hand of Fate rolls dice.

Each night, the **Hand of Fate** signals a number and gains an ability corresponding to that number.

The **Storyteller** decides the range of numbers and what abilities correspond to what number at the start of the game.

All players start knowing these abilities but not what number they correspond to.

How To Run

When setting up the game, make a list of abilities with corresponding numbers on multiple cards or pieces of paper.

When preparing the 1st night, announce to everyone "The **Hand of Fate** is in-play. Here are its abilities" and list its abilities down on any noticeboard or whiteboard that is prominent in the room.

Every night, wake the **Hand of Fate**. They signal a number, show them the card with their corresponding ability. They have that ability. Use the ? Tokens as needed. Every night but the 1st, after using their abilities, the **Hand of Fate** shakes their head "no" and points at any player. That player dies, mark that player with the **Dead** token. Put the **Hand of Fate** to sleep.

Examples

The **Hand of Fate** chooses 2 and gains the ability "Once per game, at night, choose 2 players to swap characters.". They do not swap tonight. The next night, they choose themselves and a **Minion** to swap characters.

The **Hand of Fate** is in-play. On the 1st night, all players including them learn the abilities it can have.

Json

```
{
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  "image": [
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    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/handoffate_good_faketierscollection.png?raw=true"
  ],
  "firstNightReminder": "Announce to everyone all of the Hand of Fate's abilities. The Hand of Fate signals a number. Note it down and show them the card with the ability they now have.",
  "otherNightReminder": "The Hand of Fate signals a number. Note it down and show them the card with the ability they now have. After they are done: they shake their head \"no\" then point to a player. That player dies.",
  "reminders": [
    "Dead",
    "?",
    "?",
    "?",
    "?",
    "?",
    "?",
    "?"
  ],
  "name": "Hand of Fate - π",
  "team": "demon",
  "ability": "Each night, choose a number: gain that ability. Each night*, choose a player: they die. All players start knowing your abilities.",
  "flavor": "the time has come for you to return where you belong",
  "firstNight": 25,
  "otherNight": 44
}
```



*"No... Please stop. I
don't want to hurt you"*

Estelle

Ability: Each night*, choose a player: they die. Minions you kill keep their ability and choose a player: they die.

Estelle sacrifices their Minions.

If **Estelle** kills a **Minion**, they keep their abilities and choose a player: they die.

There's really nothing else to it.

How To Run

Every night but the 1st, wake **Estelle**. They point at any player. That player dies, mark them with a **Dead** token. Put **Estelle** to sleep. If the the dead player was a **Minion**, wake them. Show them the **"This character selected you"** and **Estelle's** token. They point at any player. That player dies, mark them with a **Dead** token. That **Minion** keeps their ability, mark them with a **Has Ability** token.

Examples

Estelle kills the **Assassin**. They also wake to kill a player through **Estelle's** ability then wake to kill another through their own.

Jinxes

False Idol: A dead **False Idol** cannot stop good from winning through killing the **Demon**.

Json

```
{  
  "id": "estelle_faketierscollection",  
  "image": [  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    estelle_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    estelle_good_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "Estelle points to a player. That player dies. If that player was a Minion, they keep their ability and point to a player. That player dies.",  
  "reminders": [  
    "Dead",  
    "Dead",  
    "Has Ability",  
    "Has Ability",  
    "Has Ability",  
    "Has Ability"  
  ],  
  "name": "Estelle - π",  
  "team": "demon",  
  "ability": "Each night*, choose a player: they die. Minions you kill keep their ability and choose a player: they die.",  
  "flavor": "No... Please stop. I don't want to hurt you",  
  "otherNight": 47  
}
```



"Traitor Traitor Traitor
Traitor Traitor Traitor
Traitor Traitor Traitor
Traitor Traitor
Traitor..."

Corr. Sylphy

Ability: Each night*, choose 1 more player than last night (up to 5): they die. If a Minion died today, choose 1 instead.

Sylphy kills. And kills. And kills. And kills. And kills. And kills. And kills. And. And. And. And.

Corr. Sylphy kills 1 more player than last night.

If a **Minion** died that day, this chain resets.

Due to token limitations, this maxes out at 4

How To Run

When preparing every night, mark **Corr.** **Sylphy** with all the **Kill Chain** tokens already in the **Grimoire**.

Every night but the 1st, wake **Corr.**. **Sylphy**. Signal to them how many players they can kill (denoted by 1 + how many **Kill Chain** tokens they are marked with). They point to that many players. Those players die, mark the 1st with the **Dead** token and the rest with **Kill Chain** tokens. Put **Corr.** **Sylphy** to sleep and mark them with a new **Kill Chain** token unless there are already 4 in the **Grimoire**.

If a **Minion** dies during the day, remove all **Kill Chain** tokens from the **Grimoire**.

Examples

Corr. **Sylphy** kills 1 player. The next night they kill 2. The night after they kill 3. A **Minion** dies the next day and that night they kill 1 player. The next night they are back to 2 and so on.

Jinxes

Marusok: Corr. Sylphy's ability only checks the last night they woke.

Json

```
{  
  "id": "corrsylphy_faketierscollection",  
  "image": [  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    corrsylphy_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    corrsylphy_good_faketierscollection.png?  
    raw=true"  
  ],  
  "otherNightReminder": "Signal (1, 2, 3, 4,  
5) how many players Corr. Sylphy can point to.  
They point to that many players. Those players  
die and mark Corr. Sylphy with a Kill Chain  
token unless they already have 4.",  
  "reminders": [  
    "Dead",  
    "Kill Chain",  
    "Kill Chain",  
    "Kill Chain",  
    "Kill Chain"  
  ],  
  "name": "Corr. Sylphy - π",  
  "team": "demon",  
  "ability": "Each night*, choose 1 more  
player than last night (up to 5): they die. If  
a Minion died today, choose 1 instead.",  
  "flavor": "Traitor Traitor Traitor Traitor  
Traitor Traitor Traitor Traitor Traitor  
Traitor Traitor Traitor Traitor...",  
  "otherNight": 46  
}
```



*"I gave your kind a chance.
But it turned out to be a
waste of time."*

Time - Sixth

Ability: Each night*, choose a player: they die. On your 1st night, choose from a list of events. All players learn your choice.

Time - Sixth brings disaster.

On their 1st night, **Time - Sixth** chooses 1 event from a list predetermined by the **Storyteller**.

All players know this event and when it will happen.

How To Run

When setting up the game, make a list of events with predetermined days for each event.

On the 1st night, wake **Time - Sixth**. Show them the list of events and they point to 1. Save that event on a sticky note or something.

At the start of the 1st day, announce "**Time - Sixth** has chosen" the event they chose "to happen on" what day it will happen. Place the **Final Hour** token that many spaces anti-clockwise to **Time - Sixth** and mark them with as many **New Day** tokens as the **Final Hour** token will reach them prematurely.

At the start of every day, move the **Final Hour** token 1 step clockwise. If it reaches **Time - Sixth**, remove a **New Day** token. If there were none, the event happens.

Every night but the 1st, wake **Time - Sixth**. They point at any player. That player dies, mark them with the **Dead** token. Put **Time - Sixth** to sleep.

Examples

Time - Sixth chooses [PLACEHOLDER] to happen on [PLACEHOLDER_DAY]. All players learn this and on [PLACEHOLDER_DAY], it happens.

Json

```
{
  "id": "timesixth_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/timesixth_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/timesixth_good_faketierscollection.png?raw=true"
  ],
  "firstNightReminder": "Show Time - Sixth all the events and they point to 1. Tomorrow, announce that event to everyone. Place the Final Hour token an equivalent steps anti-clockwise to Time - Sixth as the day of the event and mark Time - Sixth with as many New Day tokens as Final Hour token reaches Time - Sixth prematurely.",
  "otherNightReminder": "Time - Sixth points to a player. That player dies.",
  "reminders": [
    "Dead",
    "Final Hour",
    "New Day",
    "New Day",
    "New Day"
  ],
  "name": "Time - Sixth - π",
  "team": "demon",
  "ability": "Each night*, choose a player: they die. On your 1st night, choose from a list of events. All players learn your choice.",
  "flavor": "I gave your kind a chance. But it turned out to be a waste of time.",
  "firstNight": 24,
  "otherNight": 43
}
```



"If only you knew your place! But its too late now!"

Madeline

Ability: Each night*, choose a player: they die. The closest Townsfolk equal to nights clockwise to you are poisoned until 3 are.

Madeline makes a line of poison.

The closest **Townsfolk** equal to nights passed clockwise to **Madeline** are **poisoned**.

If **Madeline** is brought into play midgame, they immediately retain their progress so keep a note of how many nights have passed.

A limit of 3 **Townsfolk** can be **poisoned** by **Madeline**.

This is a constant check for the closest **Townsfolk** and will immediately make a player **healthy** if they are no longer within range or a **Townsfolk**.

How To Run

When preparing the 1st night, mark the closest **Townsfolk** clockwise to **Madeline** with the **Night 1** token. When preparing the 2nd night, mark the 2nd closest **Townsfolk** clockwise to **Madeline** with the **Night 2** token. When preparing the 3rd night, mark the 3rd closest **Townsfolk** clockwise to **Madeline** with the **Night 3** token.

Every night except the 1st, wake **Madeline**. They point at any player. That player dies, mark them with the **Dead** token. Put **Madeline** to sleep.

Townsfolk marked with **Night 1/2/3** are **poisoned**.

Examples

Madeline has **Townsfolks** A, B, and C clockwise to them in that order. On the first night, A is poisoned first. The next night, B is poisoned and the night after that, C is. Nobody else is poisoned afterwards.

Json

```
{  
  "id": "madeline_faketierscollection",  
  "image": [  
  
    "https://github.com/Tier6194/FakeTiersCollectio  
n/blob/main/Demons/  
    madeline_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollectio  
n/blob/main/Demons/  
    madeline_good_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "Madeline points to a  
  player. That player dies.",  
  "reminders": [  
    "Dead"  
  ],  
  "remindersGlobal": [  
    "Night 1",  
    "Night 2",  
    "Night 3"  
  ],  
  "name": "Madeline - π",  
  "team": "demon",  
  "ability": "Each night*, choose a player:  
  they die. The closest Townsfolk equal to nights  
  clockwise to you are poisoned until 3 are.",  
  "flavor": "If only you knew your place! But  
  its too late now!",  
  "otherNight": 46  
}
```



*"You cannot stop fate.
Only delay what will
be. Or have your
delusions blinded you
this far?"*

Destiny

Ability: Each night*, choose a player: they die. Once per game, you may make a prediction: if accepted, it will come true at a price.

The Destiny defines the future.

Once per game, the **Destiny** may make a prediction of the game that, if accepted, will happen.

This can happen at any point in the game, via texting, notes, privately meeting, publicly declaring.

The prediction comes with consequences which are to balance the power of this prediction and to signal the good team what has happened in some way.

Depending on the nature of the prediction, it may not work on players "safe" from the **Demon**.

How To Run

When the **Destiny** makes a prediction, either verbally or via text, decide whether to accept it or not. If it is denied, prompt them to try again or tell them they have lost all uses. If it is accepted, signal or telegraph that it is. You may give a clue of any kind to the good players at any point in the game. You may also leave other consequences to ensure fairness such as malfunctions or making the prediction hurt the evil team.

Every night but the 1st, wake the **Destiny**. They point at any player. That player dies, mark them with the **Dead** token. Put the **Destiny** to sleep.

Examples

The **Destiny** predicts they will have more killpower. The **Storyteller** chooses a player to kill alongside the **Destiny**. 1 good player learns "The **Demon** is speeding up". Occasionally, the **Storyteller** kills a **Minion**.

The **Destiny** predicts there will be heresy. The **Storyteller** ain't about that bullshit and defenestrates them.

Json

```
{  
  "id": "destiny_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    destiny_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    destiny_good_faketierscollection.png?raw=true"  
  ],  
  "firstNightReminder": "Wake the Destiny if you need or want.",  
  "otherNightReminder": "The Destiny points to a player. That player dies. They may signal or text you their prediction.",  
  "reminders": [  
    "Prediction made",  
    "Dead",  
    "?",  
    "?",  
    "?",  
    "?"  
  ],  
  "name": "Destiny - π",  
  "team": "demon",  
  "ability": "Each night*, choose a player: they die. Once per game, you may make a prediction: if accepted, it will come true at a price.",  
  "flavor": "You cannot stop fate. Only delay what will be. Or have your delusions blinded you this far?",  
  "firstNight": 30,  
  "otherNight": 40  
},
```



“*Plank of Wood noises*”

Plank of Wood

Ability: Each night*, choose a player: they die. If only 3 players live (excluding Travellers), good wins if & only if no-one is executed.

The Plank requires... alternate means to beat.

If just 3 players live, good can only win if they do not execute, otherwise evil will win where normally you must execute specifically the **Demon** to win.

Travellers are ignored by the **Plank of Wood's** ability.

How To Run

Every night but the 1st, wake the **Plank of Wood**. They point at any player. That player dies, mark them with the **Dead** token. Put the **Plank of Wood** to sleep.

If the day starts with just 3 alive players who are not **Travellers** and ends with an execution. Regardless of whether the **Plank of Wood** was or was not the executee, announce that the game is over and that evil has won. If there was no execution, announce that the game is over and that good has won.

Examples

The **Destiny** predicts they will have more killpower. The **Storyteller** chooses a player to kill alongside the **Destiny**. 1 good player learns “The **Demon** is speeding up”. Occasionally, the **Storyteller** kills a **Minion**.

The **Destiny** predicts there will be heresy. The **Storyteller** ain't about that bullshit and defenestrates them.

Json

```
{
  "id": "plankofwood_faketierscollection",
  "image": "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/plankofwood_faketierscollection.png?raw=true",
  "otherNightReminder": "The Plank of Wood points to a player. That player dies.",
  "reminders": [
    "Dead"
  ],
  "name": "Plank of Wood",
  "team": "demon",
  "ability": "Each night*, choose a player: they die. If only 3 players live (excluding Travellers), good wins if & only if no-one is executed.",
  "flavor": "*Plank of Wood noises*",
  "otherNight": 49
},
```



"You cannot stop time.
All you can do is run
away from this reality.
How far will you run
away this time I
wonder?"

Time - Ninth

Ability: Each night*, choose a player: they die. After day 3, Townsfolk proportional to dead Minions die. If this ends the game, deaths tonight are arbitrary.

Time - Ninth is a bomb.

After day 3, **Townsfolk** proportional to dead **Minions** die.

These deaths can happen at any time after day 3.

If this would end the game, the **Storyteller** chooses who dies instead.

Only **Townsfolk** can die this way.

How To Run

At the start of the 1st day, mark **Time - Ninth** with the **Day 1** token. At the start of the 2nd day, mark **Time - Ninth** with the **Day 2** token. At the start of the 3rd day, mark **Time - Ninth** with the **Day 3** token.

If the day ends and **Time - Ninth** is marked with **Day 3**, **Townsfolk** proportional to already dead **Minions** die. If this would end the game, you may choose any players to kill or to protect throughout the night to prevent this.

Every night but the 1st, wake **Time - Ninth**. They point at any player. That player dies, mark them with the **Dead** token. Put **Time - Ninth** to sleep.

Examples

There are 7 **Townsfolk** and 2 **Minions**. After day 3, 1 **Minion** is dead. 4 **Townsfolk** die as well as whoever **Time - Ninth** killed.

Time - Ninth's ability would kill all 5 **Townsfolk**, some live and **Time - Ninth's** kill does not go through.

Json

```
{
  "id": "timeninth_faketierscollection",
  "image": "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/timeninth_faketierscollection.png?raw=true",
  "firstNightReminder": "Mark Time - Ninth with the Day 1 token.",
  "otherNightReminder": "If Time - Ninth is marked with the Day 3 token: kill Townsfolk equitable to dead Minions. If their ability would end the game, you choose who dies. Time - Ninth points to a player. That player dies.",
  "reminders": [
    "Dead",
    "Day 1",
    "Day 2",
    "Day 3"
  ],
  "name": "Time - Ninth",
  "team": "demon",
  "ability": "Each night*, choose a player: they die. After day 3, Townsfolk proportional to dead Minions die. If this ends the game, deaths tonight are arbitrary.",
  "flavor": "You cannot stop time. All you can do is run away from this reality. How far will you run away this time I wonder?",
  "firstNight": 19,
  "otherNight": 49
},
```



*"By the Blessed Flame...
Endless Carnage unleash...
At Hells behest...
... purify the accursed.
... to purge the Nightmare.
... you are reborn!"*

Zhobazhbu

Ability: Each night*, choose a player: they die. Minions you kill keep their ability & Townsfolk abilities yield false info until you choose again. [-1 **Outsider**]

The **Zhobazhbu** purges.

If the **Zhobazhbu** kills their **Minion**, they keep their abilities and **Townsfolk** abilities yield false information until the **Zhobazhbu** chooses again.

Even if a **Townsfolk** is **drunk** or **poisoned**, the info they receive must be false during this period.

Mechanical info is unaffected by the **Zhobazhbu**.

1 less **Outsider** is in-play.

How To Run

While setting up the game, remove 1 **Outsider** token and add 1 **Townsfolk** token.

Every night but the 1st, the **Zhobazhbu** points at any player. That player dies, mark them with the **Dead** token then remove the **Purged** token from the **Grimoire** if it is there. Put the **Zhobazhbu** to sleep. If they killed a **Minion**, mark them with a **Has Ability** token and the **Purged** token. They keep their ability.

While the **Purged** token is placed on the **Grimoire**, you must give false information whenever a **Townsfolk** ability prompts you to give information.

Examples

The **Zhobazhbu** kills the **Hagumoth**. Tomorrow, the **Artist**, learns the wrong answer to their question and when the **Hagumoth**-chosen player is executed, evil wins.

The **Zhobazhbu** kills the **Sage** the night after killing a **Minion**. The **Sage** learns 2 players, 1 of which is the **Zhobazhbu**.

Jinxes

Banshee: If a **Minion** was **Purged** and the **Demon** kills the **Banshee**, players still learn that the **Banshee** has died.

Mystery Attack: The **Mystery Attack** when learning their next ability will always receive true information.

Trick Mask: **Trick Mask's** ability is safe from the **Zhobazhbu**.

False Idol: A dead **False Idol** cannot stop good from winning through killing the **Demon**.

Json

```
{  
  "id": "zhobazhb_u_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
zhobazhb_u_faketierscollection.png?raw=true",  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
zhobazhb_u_good_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "Remove the Purged token from the Grimoire. The Zhobazhb points to  
a player. That player dies and the Purged token is removed. If that player was a Minion, they  
keep their ability and Townsfolk abilities yield false information until Zhobazhb chooses  
again, mark that Minion with the Purged token.",  
  "reminders": [  
    "Dead",  
    "Has Ability",  
    "Has Ability",  
    "Has Ability",  
    "Has Ability",  
    "Has Ability",  
    "Purged"  
  ],  
  "setup": true,  
  "name": "Zhabazhb - π",  
  "team": "demon",  
  "ability": "Each night*, choose a player: they die. Minions you kill keep their ability &  
Townsfolk abilities yield false info until you choose again. [-1 Outsider]",  
  "flavor": "By the Blessed Flame...\\nEndless Carnage unleash...\\nAt Hells behest...\\n...  
purify the accursed.\\n... to purge the Nightmare.\\n... you are reborn!",  
  "otherNight": 43,  
  "jinxes": [  
    {  
      "id": "banshee",  
      "reason": "If a Minion was Purged and the Demon kills the Banshee, players still  
learn that the Banshee has died."  
    }  
  ]  
}
```



"Attrape des vers, salope."

Sabnock

Ability: Each night*, choose a player: they die. Outsiders you kill poison their Townsfolk neighbor closest to you. If equidistant, it is arbitrary. [+1 Outsider]

Sabnock is French.

Outsiders killed by the **Sabnock poison** 1 **Townsfolk** neighbor.

The **poisoned** player must be closer to the **Sabnock** than the other **Townsfolk** neighbor. If both are equal distance away, either can be **poisoned**.

1 extra **Outsider** is in-play.

How To Run

While setting up the game, remove 1 **Townsfolk** token and add 1 **Outsider** token.

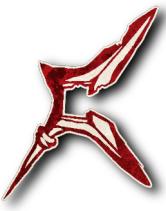
Every night but the 1st, wake the **Sabnock**. They point at any player. That player dies, mark them with the **Dead** token. If they were an **Outsider**, their **Townsfolk** closer to the **Sabnock** is **poisoned**, mark them with the **Poisoned** token. Put the **Sabnock** to sleep.

Examples

The **Sabnock** kills the **Barber**. The **Savant** and **Mathematician** are **Townsfolk** neighbors to the **Barber**. The **Savant** is closer so is **poisoned**.

Json

```
{  
  "id": "sabnock_faketierscollection",  
  "image": [  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    sabnock_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    sabnock_good_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "The Sabnock points to a player. That player dies. If they were an Outsider, their Townsfolk neighbor closer to Sabnock is poisoned, mark them with a Poisoned token.",  
  "reminders": [  
    "Dead",  
    "Poisoned",  
    "Poisoned",  
    "Poisoned",  
    "Poisoned"  
  ],  
  "setup": true,  
  "name": "Sabnock - π",  
  "team": "demon",  
  "ability": "Each night*, choose a player: they die. Outsiders you kill poison their Townsfolk neighbor closest to you. If equidistant, it is arbitrary. [+1 Outsider]",  
  "flavor": "Attrape des vers, salope.",  
  "otherNight": 42  
}
```



"....."

Fall. Charlotte

Ability: All players start knowing a day. After that day, at dusk, evil wins. Nominations bring it closer by 1 (2 if Demon nominee).

Insert creative description.

All players start knowing a day, after which evil wins. Every nomination brings it closer by 1. If the **Demon** is nominated, the day comes closer by 2.

Evil winning happens every dusk after the day comes to pass.

It is recommended to keep track of the updated number and announce it every day (but ensure to pretend that the **Demon** was treated like a normal nomination.)

Fall. Charlotte does not kill.

How To Run

When preparing the 1st night, decide how many days evil will win in. Place the **Break Point** token that many spaces anti-clockwise to **Fall. Charlotte** and mark them with as many **New Cycle** tokens as the **Break Point** token will reach them prematurely.

Immediately after dawn on the 1st day, declare the day before evil wins.

At the start of every day and when a player is nominated, move the **Break Point** token 1 step clockwise. If it reaches **Fall. Charlotte**, remove a **New Cycle** token but if there were none, do not move the **Break Point** token any more. If the **Demon** was nominated, move the **Break Point** token 1 extra space and repeat the previous steps.

Every dusk, if the **Fall. Charlotte** is marked **Break Point**, declare that the game is over and that evil has won.

Examples

After day 10, evil wins. 3 nominations happen on the 1st day, 2 on the second including the **Demon**. Tomorrow, after 2 nominations, the **Demon** is not executed so evil wins.

Repeat previous example but **Demon** dies. Good wins.

Jinxes

Banshee: Each night*, **Fall. Charlotte** chooses an alive good player (different to previous nights): a chosen **Banshee** dies & gains their ability.

Exorcist: If the **Exorcist** chooses **Fall. Charlotte**, tomorrow, nominations do not bring the final day closer.

Farmer: Each night*, **Fall. Charlotte** chooses an alive good player (different to previous nights): a chosen **Farmer** uses their ability but does not die.

Fortify: If **Fall. Charlotte** is in-play, the **Fortify**-protected player is safe from all evil abilities.

Grandmother: If **Fall. Charlotte** is in-play and the **Grandchild** was nominated, the final day comes closer by 2 instead of 1.

Innkeeper: If **Fall. Charlotte** is in-play, the **Innkeeper**-protected players are safe from all evil abilities.

King: If **Fall. Charlotte** is in-play, and at least 1 player is dead, the **King** learns an alive character each night.

Mayor: If **Fall. Charlotte** and **Mayor** are both in-play and no execution occurs on the final day, good wins instead.

Monk: If **Fall. Charlotte** is in-play, the **Monk**-protected player is safe from all evil abilities.

Ravenkeeper: Each night*, **Fall. Charlotte** chooses an alive good player (different to previous nights): a chosen **Ravenkeeper** uses their ability but does not die.

Sage: Each night*, **Fall. Charlotte** chooses an alive good player (different to previous nights): a chosen **Sage** uses their ability but does not die.

Soldier: If **Fall. Charlotte** is in-play, the **Soldier** is safe from all evil abilities.

Spirit: Each night*, **Fall. Charlotte** chooses an alive good player (different to previous nights): a chosen **Spirit** uses their ability but does not die.

Templar: If **Fall. Charlotte** is in-play, the **Templar**-protected player is safe from all evil abilities.

Json

```
{
  "id": "fallcharlotte_faketierscollection",
  "image": "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/fallcharlotte_faketierscollection.png?raw=true",
  "firstNightReminder": "Announce the day before evil wins. Move the Break Point token one step clockwise. If it reaches Fall. Charlotte, remove a New Cycle token.",
  "otherNightReminder": "Move the Break Point token one step clockwise. If it reaches Fall. Charlotte, remove a New Cycle token. If there were none, do not move it any more.",
  "reminders": [
    "Break Point",
    "New Cycle",
    "New Cycle",
    "New Cycle"
  ],
  "name": "Fall. Charlotte",
  "team": "demon",
  "ability": "All players start knowing a day. After that day, at dusk, evil wins. Each nomination brings that day closer by 1 (2 if Demon nominee).",
  "flavor": "...",
  "firstNight": 99,
  "otherNight": 91,
  "jinxes": [
    {
      "id": "banshee",
      "reason": "Each night*, Fall. Charlotte chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability."
    },
    {
      "id": "exorcist",
      "reason": "If the Exorcist chooses Fall. Charlotte, tomorrow, nominations do not bring the final day closer."
    },
    {
      "id": "farmer",
      "reason": "Each night*, Fall. Charlotte chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die."
    },
    {
      "id": "fortify_faketierscollection",
      "reason": "If Fall. Charlotte is in-play, the Fortify-protected player is safe from all evil abilities."
    },
    {
      "id": "grandmother",
      "reason": "If Fall. Charlotte is in-play and the Grandchild was nominated, the final day comes closer by 2 instead of 1."
    },
    {
      "id": "innkeeper",
      "reason": "If Fall. Charlotte is in-play, the Innkeeper-protected players are safe from all evil abilities."
    },
    {
      "id": "king",
      "reason": "If Fall. Charlotte is in-play, and at least 1 player is dead, the King learns an alive character each night."
    },
    {
      "id": "mayor",
      "reason": "If Fall. Charlotte and Mayor are both in-play and no execution occurs on the final day, good wins instead."
    },
    {
      "id": "monk",
      "reason": "If Fall. Charlotte is in-play, the Monk-protected player is safe from all evil abilities."
    },
    {
      "id": "ravenkeeper",
      "reason": "Each night*, Fall. Charlotte chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die."
    },
    {
      "id": "sage",
      "reason": "Each night*, Fall. Charlotte chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die."
    },
    {
      "id": "soldier",
      "reason": "If Fall. Charlotte is in-play, the Soldier is safe from all evil abilities."
    },
    {
      "id": "spirit_faketierscollection",
      "reason": "Each night*, Fall. Charlotte chooses an alive good player (different to previous nights): a chosen Spirit uses their ability but does not die."
    },
    {
      "id": "templar_faketierscollection",
      "reason": "If Fall. Charlotte is in-play, the Templar-protected player is safe from all evil abilities."
    }
  ]
},
```



"For centuries we have been watching and waiting for a sign, embedding ourselves in the most prestigious of positions and the lowest trenches of society. Now we have been blessed with the Revelation from the One Beyond. Have you not woken?"

Cultist

Ability: Players might die at any time. Evil votes secretly don't count & a 50% majority is not required. You register as a Minion too.

[Most players are Cultists]

The Cult is everywhere.

The recommended good to evil ratio is inverted, generally with 3 good players minimum (4 if you want an **Outsider**).

Evil votes only appear to count and nominations do not require a 50% majority to make a player "**about to die**".

The **Storyteller** must pretend this is not the case and that everything is normal.

Players can die at any time unless they are protected in some way.

Cultists register as **Minions** as well as **Cultists** and the **Storyteller** can choose which overrides the other if there is something that checks for both. This can prevent them from learning bluffs.

The goal is to get to a final 3 with 2 good players and 1 **Cultist** remaining.

How To Run

When setting up the game, remove most good character tokens and all evil character tokens, replace them all with **Cultist** tokens and the remaining tokens can be any combination of **Townsfolk** and **Outsiders**.

During the 1st night, during the **Demon** info step, all **Cultists** lock eyes.

You may kill players at any time. During nominations, use the **Grimoire** to keep a track of how many good players are voting and use the **About to Die** token to keep a track of who is really "**about to die**". You must also pretend to run the nomination as normal with a fake player "**about to die**" if needed.

Examples

There are 7 alive players: 4 **Cultists** and 3 good players. A player is nominated and voted by all 4 **Cultists** and 2 good players. Another player is nominated and only 2 good players vote for them. The 1st player is announced to be "**about to die**" but the 2nd player is executed instead.

Jinxes

Engineer: **Cultists** and the **Engineer** can not both be in-play at the start of the game. If the **Engineer** creates a **Cultist**, most players (including all evil players) become evil **Cultists**.

Hatter: If the **Hatter** dies and a **Cultist** is in-play, nothing happens. If the **Hatter** dies and an evil player chooses **Cultist**, all current evil players become **Cultists**.

Minstrel: If a **Cultist** died by execution today, **Cultists** keeps their ability, but the **Minstrel** might learn they are a **Cultist**.

Preacher: If the **Preacher** chooses a **Cultist**, They keep their ability, but the **Preacher** might learn they are a **Cultist**.

Summoner: If the **Summoner** creates a **Cultist**, most players (including all evil players) become evil **Cultists**.

Trick Mask: If both **Trick Mask** and **Cultists** are in-play, **Cultists** do not learn each other and may guess a player is a **Cultist**. **Trick Mask** registers as a **Cultist** to this.

Marusok: If **Marusok** has the **Cultist** ability, other **Marusok** might have it as well. The **Demon** might be **Cultist** too.

Invitation Letter: If the **Cult** is invited, most players (including all evil players) become evil **Cultists**. If the **Cult** wins and they were invited, they must do the macarena.

Json

```
{  
    "id": "cultist_faketierscollection",  
    "image": [  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
cultist_faketierscollection.png?raw=true",  
        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
cultist_good_faketierscollection.png?raw=true"  
    ],  
    "otherNightReminder": "Players might die at any time",  
    "reminders": [  
        "Dead",  
        "About to Die"  
    ],  
    "setup": true,  
    "name": "Cultist - π",  
    "team": "demon",  
    "ability": "Players might die at any time. Evil votes secretly don't count & a 50%  
majority is not required. You register as a Minion too. [Most players are Cultists]",  
    "flavor": "For centuries we have been watching and waiting for a sign, embedding  
ourselves in the most prestigious of positions and the lowest trenches of society. Now we  
have been blessed with the Revelation from the One Beyond. Have you not woken?",  
    "otherNight": 41,  
    "jinxes": [  
        {  
            "id": "engineer",  
            "reason": "Cultists and the Engineer can not both be in-play at the start of the  
game. If the Engineer creates a Culist, most players (including all evil players) become evil  
Cultists."  
        },  
        {  
            "id": "hatter",  
            "reason": "If the Hatter dies and a Cultist is in-play, nothing happens. If the  
Hatter dies and an evil player chooses Cultist, all current evil players become Cultists."  
        },  
        {  
            "id": "minstrel",  
            "reason": "If a Cultist died by execution today, Cultists keeps their ability, but  
the Minstrel might learn they are a Cultist."  
        },  
        {  
            "id": "preacher",  
            "reason": "If the Preacher chooses a Cultist, They keep their ability, but the  
Preacher might learn they are a Cultist."  
        },  
        {  
            "id": "summoner",  
            "reason": "If the Summoner creates a Cultist, most players (including all evil  
players) become evil Cultists."  
        },  
        {  
            "id": "trickmask_faketierscollection",  
            "reason": "If both Trick Mask and Cultists are in-play, Cultists do not learn each  
other and may guess a player is a Cultist. Trick Mask registers as a Cultist to this."  
        }  
    ],  
    "special": [  
        {  
            "name": "bag-duplicate",  
            "type": "selection"  
        }  
    ]  
}
```

This is the place where I was meant to list all jinxes at once but the entire document freaks out whenever I do something so this is just here for nothing.