

Faketeer's Collection

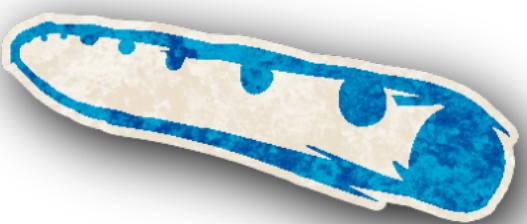


1st Edition:
Enter the Spiral
Almanac

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 45 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 4-19



Tailor

"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?"

Ability: You start knowing 1 character from 3 character types, only 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 1 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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  "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,
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    }
  ]
}
```



"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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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  
}
```



"That's what a Demon would say."

Cynic

Ability: Each night, choose a player: learn an evil character they are, or could be.

Cynic doubts everyone.

Each night, the **Cynic** chooses a player and learns an evil character they are.

If they are not, the **Cynic** learns an evil character they could be.

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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  "otherNightReminder": "The Cynic points  
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  show them that character token. Otherwise  
  show them any evil character token.",  
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  "team": "townsfolk",  
  "ability": "Each night, choose a player:  
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  be.",  
  "flavor": "That's what a Demon would  
  say.",  
  "firstNight": 62,  
  "otherNight": 77  
}
```



"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: Each night, learn the character type of the previously learnt player's clockwise neighbor (skipping Travellers).

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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}
```



"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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  "firstNight": 57,
  "otherNight": 75
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```



"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**, rotate their token to the side (in a script with multiple reasons to rotate, make your own system). If you cannot on your medium, use custom reminder tokens.

Every night but the first, you choose any player rotated to the side or marked as having voted for the count. That player **dies**, mark them with the **Dead** token and reorient all character tokens to normal.

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

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  "team": "townsfolk",  
  "ability": "Each night*, a good player  
  who voted against you today dies.",  
  "flavor": "Guards, seize this one!",  
  "otherNight": 54  
}
```



"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

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    },
    {
      "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

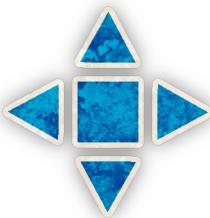
Leviathan: If the **Leviathan** is in-play, the **Templar**-protected player is safe from all evil abilities.

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

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  "reminders": [
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    "Smote",
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  ],
  "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.",
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    },
    {
      "id": "riot",
      "reason": "If Riot is in-play, players Templar-protected player is safe from all evil abilities."
    }
  ]
}
```



*"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**.

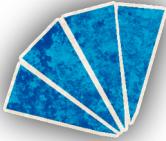
Jinxes

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

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    "?",
    "?",
    "?",
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    "?"
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      "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 non-Traveller player: you learn their character. Chosen Townsfolk are drunk, even if you die.

Overdrive risks burning out their team.

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

They may not choose **Travellers**.

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**.

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 non-Traveller player: you learn their character. Chosen Townsfolk are drunk, even if you die.",  
  "flavor": "No enemy cards on the field next Phase. Change HP to the number of cards on cooldown x 2",  
  "firstNight": 41.1,  
  "otherNight": 60.1  
}
```



*"Recover HP by 8 and gain
4 Barrier"*

Hope

Ability: Once per game, during the day, privately ask the Storyteller any question & learn 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/FakeTiersCollect  
    ion/blob/main/Townsfolk/  
    hope_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollect  
    ion/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 & learn 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, from now on you know the in-play evil characters.

The Spirit must ascend.

If the **Demon** kills the **Spirit**, they know all the in-play **Demons** & **Minions**.

When the evil characters in-play change, the **Spirit** is informed of the new in-play characters as soon as possible when night falls.

If the **Spirit** was **drunk** or **poisoned** when the **Demon** kills them, they cannot learn any info when they are **sober** and **healthy**.

How To Run

If the **Spirit** was killed by the **Demon**, wake the **Spirit**, show them the character tokens of all in-play **Minions** and **Demons**. Put them to sleep. Mark them with the **Ascended** token as a reminder that they learn info.

If at any point in the game, the in-play characters change, wake the **Spirit** as soon as night begins. Show them the character tokens of all the in-play **Minions** and **Demons**. Put them to sleep.

Examples

The **Spirit** is killed by the **Demon**. Tonight, they wake to learn all the in-play evil characters. When the **Pit Hag** changes the **Demon's** character, the **Spirit** is woken to learn the new evil characters in-play.

The **Spirit** is killed by the **Corrupted**. They learn nothing and never wake.

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, mark them with the Ascended token as a reminder they learn info. Show them all the in-play Demons and Minions.",
  "reminders": [
    "Ascended"
  ],
  "name": "Spirit - π",
  "team": "townsfolk",
  "ability": "If the Demon kills you, from now on you know the in-play evil characters.",
  "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"
}
```




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

Shadow Pierce

Ability: If both of you guess each other, good wins. Minions know that if they publicly guess you (once), evil wins. [+1 Shadow Pierce]

Twins!

At any point in the game, **Shadow Pierces** can guess who the other is. Their guess only counts once per day/night cycle.

Shadow Pierces can be woken up at night to guess.

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

Neither **Shadow Pierce** learn whether their guess was correct or incorrect.

All Minions will learn that **Shadow Pierce** is in-play and, once per game, may publicly claim to be evil and guess that any 1 player is a **Shadow Pierce**. If they are correct, evil wins.

If they are incorrect, future guesses will silently fail. This is a constant check and at least 1 **Shadow Pierce** has to be alive.

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 **Minion** individually and show them **Shadow Pierce**'s token then put them to sleep.

At any time during the game, a **Shadow Pierce** may publicly or privately make a guess. If correct, mark them with a **Correct** token. 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 a **Minion** 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.

A **Minion** correctly guesses a **Shadow Pierce**. Evil wins.

A **Shadow Pierce** is dead but good still wins after they guess each other.

Jinxes

Bounty Hunter: 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.

Time: geniunely just dont. i dont even have an idea for a jinx

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": "After the evil info steps, show each Minion Shadow Pierce's  
token.",  
  "reminders": [  
    "Correct",  
    "Correct",  
    "Guess used"  
  ],  
  "setup": true,  
  "name": "Shadow Pierce - π",  
  "team": "townsfolk",  
  "ability": "If both of you guess each other, good wins. Minions know that if they  
publicly guess you (once), evil wins. [+1 Shadow Pierce]",  
  "flavor": "Attack & if there's another card user's card on the field, transform it to  
Shadow Pierce",  
  "firstNight": 14,  
  "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 Pierces."  
    },  
    {  
      "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"  
    }  
  ]  
}
```



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

Ammo Blast

Ability: Only players of your alignment can die, even if for some reason they cannot. Each night, you may choose to be drunk until dusk.

Ammo Blast explodes its team.

Only players who are the **Ammo Blast's** alignment can die. Normally these are just good players so we will just say good players but if they are evil, the exact opposite of what will be described is true.

If a good player cannot die for any reason but should die, they will, so long as the **Ammo Blast** remains sober and healthy.

The **Ammo Blast** may choose to be drunk for 1 night and day.

Evil players cannot die no matter what.

The **Assassin** and the **Sapholate** ignore this and can kill evil players with their abilities.

How To Run

Every night, wake the **Ammo Blast**. They nod "Yes" or shake their head "No". Put them to sleep. If they nodded, mark them with the **Drunk** token. Every dusk, remove the **Drunk** token from them if there is any.

If the **Ammo Blast** is sober and an evil player should die, they do not. If a good player should be protected from death, they are not. Reverse this if the **Ammo Blast** is evil.

Examples

The good **Ammo Blast** is sober. The **Innkeeper** protects a good player attacked by the **Imp**. An evil player is also killed by the **Templar**. The good player dies but the evil player lives.

The **Sailor** and **Ammo Blast** are sober. The **Pacifist** also lives but when the **Sailor** is executed, they die. The next night, the **Ammo Blast** becomes drunk and **Philosopher** chose the **Sailor** and remained sober. They survive execution tomorrow.

The **Ammo Blast** is sober. The **Sapholate** kills an evil player. The evil player dies. The next night, they are drunk and the **Assassin** kills themselves. Both kills succeed because neither **Demon** nor **Minion** give a flying fuck for who is protecting whom.

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 nods \"Yes\" to be drunk or shakes their head \"No\" to stay sober.",
  "reminders": [
    "Drunk"
  ],
  "name": "Ammo Blast - π",
  "team": "townsfolk",
  "ability": "Only players of your alignment can die, even if for some reason they cannot. Each night, you may choose to be drunk until dusk.",
  "flavor": "Attack twice by damage of 3 + number of remaining Arcana. Reduce Arcana to 0",
  "otherNight": 1.5
}
```



Outsiders

Pages 22-29



"Inflict 3 Sensitive"

Whisper

Ability: You start knowing up to 2 players: what happens to them might happen to you & vice versa, even if 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 them might happen to you & vice versa, even if dead, drunk or poisoned.",
  "flavor": "Inflict 3 Sensitive",
  "firstNight": 57
}
```



"Does nothing. Disappears when used or after battle"

Stress

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

Stress boosts Minions.

At the start of every night, if **Stress** died, 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.

If an already dead player becomes **Stress**, their ability never triggers until they are alive then die while having **Stress'** ability.

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 died, 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. Once, you learn they are a Minion.

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. Once, you learn they are a  
  Minion.",  
  "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, replace their character with a **Minion** token and mark them with the **Is Coda** token. At the earliest opportunity at night, wake the **Demon**, show them the "**This character selected you**" info token with **Coda's** token then that **Minion** token. The **Demon** now has that ability. Put them to sleep.

If you give the **Demon** an in-play **Minion** ability, mark that **Minion** with the **Demon's Ability** token instead.

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 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.

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\" info card and Coda's token then the character token of the Minion whose ability they have. The Demon now has that ability.",  
    "reminders": [  
        "Demon's Ability"  
    ],  
    "remindersGlobal": [  
        "Is Coda"  
    ],  
    "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 Boomdandy'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": "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."  
        }  
    ],  
    "special": [  
        {  
            "name": "replace-character",  
            "type": "reveal"  
        }  
    ]  
}
```



"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**.

Sabnock: **Traumas** created by its own ability do not register as **Outsiders** to the **Sabnock**.

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\" card 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 die & 5 or more non-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, they must choose an alive player. If that player is not executed the next day, good loses.

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

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

If **Showtime** dies during the day, their choice must immediately happen after their death or, if it was through execution, they may instead make it at night.

The choice may be private or public but must happen regardless.

The **Storyteller** may rule that instead of the lifecount restriction, the **Showtime's** team wins if their target is executed in the final 3 (this is boring and not very **Outsidery** imo).

Evil **Showtimes** make evil lose.

How To Run

If **Showtime** dies, they must privately or publicly point to or, during the day, name a player immediately. Mark that player with the **Target** token. The next day, if that player is executed, remove the token. Otherwise declare that **Showtime's** team loses

Examples

Showtime died that day with 5 other players alive. They immediately choose a player who does not get executed tomorrow, 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 need to choose anyone nor does it do anything if they do.

Jinxes

Hagumoth: If the **Showtime** chooses the same player as the **Hagumoth**, the **Showtime** is **Poisoned**.

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"
  ],
  "reminders": [
    "Target"
  ],
  "name": "Showtime - π",
  "team": "outsider",
  "ability": "If you die & 5 or more non-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",
  "jinxes": [
    {
      "id": "hagumoth_faketierscollection",
      "reason": "If the Showtime chooses the same player as the Hagumoth, the Showtime is poisoned."
    }
  ]
},
```



Minions

Pages 31-44



"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

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": "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 to +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** might have 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, you may choose to 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**.

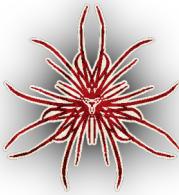
The **Biter** is in-play. The **Outsider** count might be 1 less or 1 more than it should be.

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 to +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."
    }
  ]
}
```



"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, you may 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.

The **Hagumoth** may choose to not act.

How To Run

Every night, wake the **Hagumoth**. They shake their head "no" or point at any player. If they pointed, mark that player 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** is **poisoned**.

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 shakes their head \"no\" or 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 shakes their head \"no\" or 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, you may choose a player: they learn this & if they are executed  
tomorrow, their team loses.",  
  "flavor": "Through the path of Umalaaq, 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."
    }
  ]
}
```



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

Corrupted

Ability: Twice per game, at night*, choose 2 players: all players silently vote for who lives & who dies, 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.

All players learn who was chosen.

Voting is silent, 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 your 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": [
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    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/corrupted_good_faketierscollection.png?raw=true"
  ],
  "firstNightReminder": "Mark the Corrupted with both Has Ability tokens.",
  "otherNightReminder": "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 that both players have been chosen by the Corrupted in that order and the rules of its ability. Run the countdown then add and remove shrouds as necessary.",
  "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 players silently vote for who lives & who dies, 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.

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",  
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        "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
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        "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."  
        },  
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            "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"  
        }  
    ]  
}
```



"you shall not pass"

Grave

Ability: Once per game, you may ask a question that, if good wins, all players learn. If most good players are wrong, evil wins instead.

Grave awaits the fool.

Once per game, at any point in time, **Grave** may ask any question to the **Storyteller**. This question may be denied or accepted. If denied, you may prevent them from asking again or let them ask again.

The question can be asked at any time, through any communication medium and can concern anything.

Grave may, if you allow it, change their question at any time before the game ends.

If good wins, all players learn what the **Grave** has asked. A discussion period is allowed but it must be public

If most good players give an incorrect answer, evil wins instead.

Evil answers do not count.

Submitting no answer is considered wrong.

Characters like the **Heretic** and **Politician** flip win conditions or alignments after **Grave's** ability acts.

How To Run

When the **Grave** asks their question, you may deny or accept it. If you accept it, make a note of it and mark **Grave** with the **Asked** token. They may, with your permission, change it at any time.

If the game ends and good wins, announce so but reveal **Grave's** question (if any) before the **Grimoire**. Give all players sufficient time to discuss before they answer. If most good players do not answer correctly, declare that evil has won. Otherwise continue with the game end as normal.

Examples

The **Grave** asks a question. It is accepted and when the **Demon** dies, most good players fail to answer it correctly. Evil wins.

The **Grave** asks a question and later dies. No question is asked or answered when good wins.

The **Grave** asks a question. Later, evil wins and nothing else happens.

Json

```
{  
    "id": "grave_faketierscollection",  
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        "https://github.com/Tier6194/FakeTiersCollection  
        /blob/main/Minions/  
        grave_good_faketierscollection.png?raw=true"  
    ],  
    "firstNightReminder": "You may wake the  
    Grave if needed.",  
    "otherNightReminder": "You may wake the  
    Grave if needed.",  
    "reminders": [  
        "Asked"  
    ],  
    "name": "Grave - π",  
    "team": "minion",  
    "ability": "You may ask a question that, if  
    good wins, all players learn. If most good  
    players are wrong, evil wins instead.",  
    "flavor": "you shall not pass",  
    "firstNight": 34,  
    "otherNight": 30  
}
```



"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: Your Townsfolk neighbors are safe from the Demon. [+1 Minion. You neighbor a Minion]

The Cultist awakens another, at a cost.

The Cultist adds another Minion in-play who they must neighbor. If they cannot, restart.

They can replace a Townsfolk or an Outsider this way.

The Cultist's Townsfolk neighbors are safe from the Demon. 2 Townsfolk must be safe this way as it will skip Outsiders and Minions who are between them.

If The Cultist dies, the 2 Townsfolk are no longer safe.

Being safe from the Demon protects from any harmful effects of the Demon's ability. While loosely defined, we do know death, poison and turning evil is harmful so wing it for anything else.

How To Run

When setting up the game, remove the Cultist character token and replace it with any other Minion character token.

While preparing the 1st night, wake any Townsfolk or Outsider neighboring a Minion. Show them the "You are" info token then a thumbs-down and the Cultist token. Put them to sleep. Replace their character with the Cultist token. Mark their Townsfolk neighbors with Safe tokens.

You may (but it is not recommended) instead reverse this setup to allow the Minion to learn a bluff.

If the Townsfolk marked Safe are affected negatively by the Demon's ability, they are not.

Examples

The Cultist neighbors the Vizier. There are 2 Minions despite there only being 8 players.

The Gambler neighbors the Cultist. The Demon attacks them, nothing happens. The next night the Gambler incorrectly guesses and dies.

The Cultist dies. The Demon attacks 1 of their Townsfolk neighbors and kills them.

Json

```
{  
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  "image": [  
  
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    "https://github.com/Tier6194/FakeTiersCollection  
    /blob/main/Minions/  
    cultist_good_faketierscollection.png?raw=true"  
  ],  
  "otherNightReminder": "Wake a good player  
  neighboring any Minion. Show them the \"You  
  are\" card then a thumb-down 'evil' hand sign  
  and Cultist's character token. Put them to  
  sleep. Mark both of their Townsfolk neighbors  
  with the Safe tokens. Those players are safe  
  from the Demon.",  
  "reminders": [  
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    "Safe"  
  ],  
  "setup": true,  
  "name": "Cultist - π",  
  "team": "minion",  
  "ability": "Your Townsfolk neighbors are  
  safe from the Demon. [+1 Minion. You neighbor a  
  Minion]",  
  "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?"  
}
```



"LISTEN TO ME,
WATCH ME, LOVE
ME!"

False Idol

Ability: After day 6, evil wins. Until just you, the Demon & another player live, 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** unless just 3 players live, specifically the **Demon**, **False Idol** and another player.

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 no **Demons** live, good does not win until the final 3 living players were the **Demon**, **False Idol** and 1 other player.

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.

The final 3 consists of the **Demon**, **False Idol** and 1 good player. The good player nominates and executes the **Demon**. Good 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": [
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    "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, evil wins. Until just you, the Demon & another player live, good can't win by killing the Demon.",
  "flavor": "LISTEN TO ME, WATCH ME, LOVE ME!",
  "firstNight": 99,
  "otherNight": 99,
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    },
    {
      "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."
    }
  ]
}
```



*"... 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: On the final day, before nominations & even if you die, the Demon may publicly choose a player: they are "the Demon" instead.

The Enra confuses the good team.

On the final day, the **Demon** may publicly choose any player before nominations begin. That player is now "**the Demon**" instead of the real **Demon**.

The original **Demon** and the new "**Demon**" keep their characters and character type but the chosen player registers as the **Demon** instead and is required to die for good to win.

The original **Demon** is no longer required to die for good to win.

The **Enra** keeps this ability even if they die. They do not if they started dead

Only the **Demon** may choose and it must be publicly

While the chosen player can technically choose with **Enra's** ability, do not let them change the **Demon**. Still, like all public actions, treat it as real as possible without making any mechanical impact.

How To Run

On the final day, ensure there is ample discussion time for the **Demon** to choose. If the **Demon** publicly chose a player before nominations began, mark them with the **The Demon** token. They are now "**The Demon**" and register as such to everything, including the good team's win condition.

Examples

The **Enra** dies. On the final day, the **Demon** chooses the good **Psychic**. When the **Demon** is executed, evil wins. If the **Psychic** was executed, good would have won.

Json

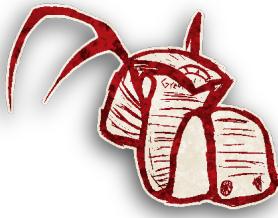
```
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    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Minions/  
    enra_good_faketierscollection.png?raw=true"  
  ],  
  "reminders": [  
    "The Demon"  
,  
    "name": "Enra - π",  
    "team": "minion",  
    "ability": "On the final day, before  
    nominations & even if you die, the Demon may  
    publicly choose a player: they are \"the  
    Demon\" instead.",  
    "flavor": "... And it shall be our duty to  
    slay the children of the wretched witch as our  
    only way to reply to her sins"  
  ]  
}
```



Demons

Pages 46–62

"You must play with at least 1 friend."



Requirements:

- A room with an open roof
- An alive (optional), human (recommended) sacrifice
- Surgical equipment
- An item representing the horror you wish to unleash
- A new moon

Preparations:

The rest of the letter is missing

Invitation Letter

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

Only a few receive a Golden Letter.

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** as it is not a player.

The **Invitee** is not "**The Demon**" but if they die, the **Invitation Letter** does too, winning the game for the good team. This only persists until after night 3, where the **Invitation Letter's** survival means nothing for either team.

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**.

Every 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.

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 Minion invites **Lord of Typhon**, they choose 1 of their neighbors to become an evil **Lord of Typhon** instead.

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**.

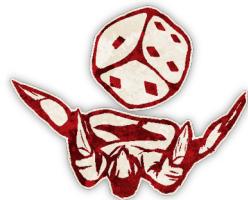
Pukka: The **Invitee** may choose to invite **Pukka** on night 2.

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 Invitee 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 Invitee 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": [
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    "Night 2",
    "Night 3",
    "Invitee"
  ],
  "setup": true,
  "name": "Invitation Letter - n",
  "team": "demon",
  "ability": "Each night, Minions choose who holds the Invitation Letter. On night 3, the Invitee chooses a Demon to become. [+1 Minion]",
  "flavor": "\"You must play with at least 1 friend.\nRequirements:\n- A room with an open roof\n- An alive, human (recommended) sacrifice\n- Surgical equipment\n- An item representing the horror you wish to unleash\n- A new moon\nPreparations:\nThe rest of the letter is missing\"",
  "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": "engineer",
      "reason": "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."
    },
    {
      "id": "hatter",
      "reason": "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."
    },
    {
      "id": "legion",
      "reason": "If Legion is invited, most players (including all evil players) become evil Legion."
    },
    {
      "id": "lordoftyphon",
      "reason": "If a Minion invites Lord of Typhon, they choose 1 of their neighbors to become an evil Lord of Typhon instead."
    },
    {
      "id": "magician",
      "reason": "Each night, the Magician chooses a Minion: if that Minion & the Invitation Letter are alive, that Minion is the Invitee."
    },
    {
      "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."
    },
    {
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      "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 Invitee."
    },
    {
      "id": "pukka",
      "reason": "The Invitee may choose to invite Pukka on night 2."
    },
    {
      "id": "zombuul",
      "reason": "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."
    }
  ],
  "special": [
    {
      "name": "bag-disabled",
      "type": "selection"
    },
    {
      "name": "pointing",
      "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

```
{
  "id": "handoffate_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/handoffate_faketierscollection.png?raw=true",
    "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/FakeTiersCollecti  
on/blob/main/Demons/  
    corrsylphy_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollecti  
on/blob/main/Demons/  
    corrsylphy_good_faketierscollection.png?  
    raw=true"  
  ],  
  "otherNightReminder": "Signal (1, 2, 3, 4,  
  ) 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...",  
  "otherNight": 46  
}
```



"Bathe within the flames,
such that they purify thee of
thy sin of weakness and
frailty. Through atonement for
thy mortality thou shalt be
embraced by The One
Beyond."

Zhobazhbu

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

The **Zhobazhbu** purges.

If the **Zhobazhbu** kills a **Minion**, they keep their abilities and reverse info yielded **Townsfolk** abilities.

Even if a **Townsfolk** is **drunk** or **poisoned**, the info they receive must match the current notation.

False info becomes true and true info becomes false. If a character learns a mixture of false and true information, such as the **Savant**, they will learn all information of the same parity.

If a character learns subjective info, or info on a scale, they will learn the exact opposite of what they should learn.

If a **Minion** is killed by the **Zhobazhbu** again, the info goes back to normal.

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. Put the **Zhobazhbu** to sleep. If they killed a **Minion**, mark them with a **Has Ability** token and place the **Purged** token in the center of the **Grimoire** (or remove it if it is already there). They keep their ability.

While the **Purged** token is placed on the **Grimoire**, you must give reversed info **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, neither are the **Zhobazhbu**.

Jinxes

Banshee: If the **Demon** kills the **Banshee**, players still learn that they have 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": "The Zhobazhb u points to a player. That player dies. If that player  
was a Minion, they keep their ability and reverse Townsfolk info.",  
  "reminders": [  
    "Dead",  
    "Has Ability",  
    "Has Ability",  
    "Has Ability",  
    "Has Ability",  
    "Purged"  
  ],  
  "setup": true,  
  "name": "Zhobazhb u - π",  
  "team": "demon",  
  "ability": "Each night*, choose a player: they die. Minions you kill keep their ability &  
reverse Townsfolk info. [-1 Outsider]",  
  "flavor": "Bathe within the flames, such that they purify thee of thy sin of weakness and  
frailty. Through atonement for thy mortality thou shalt be embraced by The One Beyond.",  
  "otherNight": 43,  
  "jinxes": [  
    {  
      "id": "banshee",  
      "reason": "If the Demon kills the Banshee, players still learn that they have died."  
    }  
  ]  
}
```



"Attrape des vers, salope."

Sabnock

Ability: Each night*, choose a player: they die. Outsiders you kill poison the closest Townsfolk neighbor to you. [+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**.

Jinxes

Trauma: **Traumas** created by its own ability do not register as **Outsiders** to the **Sabnock**.

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 the closest Townsfolk neighbor to you. [+1 Outsider]",
  "flavor": "Attrape des vers, salope.",
  "otherNight": 42,
  "jinxes": [
    {
      "id": "trauma_faketierscollection",
      "reason": "Traumas created by its own ability do not register as Outsiders to the Sabnock."
    }
  ]
}
```



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

Reverie

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

Reverie brings disaster.

On their 1st night, **Reverie** 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 **Reverie**. 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 "**Reverie** 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 **Reverie** 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 **Reverie**, remove a **New Day** token. If there were none, the event happens.

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

Examples

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

Json

```
{  
  "id": "reverie_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    reverie_faketierscollection.png?raw=true",  
  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
    reverie_good_faketierscollection.png?raw=true"  
  ],  
  "firstNightReminder": "Show Reverie 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 Reverie as the day of the event  
and mark Reverie with as many New Day tokens  
as Final Hour token reaches Reverie  
prematurely.",  
  "otherNightReminder": "Reverie points to a  
player. That player dies.",  
  "reminders": [  
    "Dead",  
    "Final Hour",  
    "New Day",  
    "New Day",  
    "New Day"  
  ],  
  "name": "Reverie - 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  
}
```



"Applaud me! For I am the God of the new world!"

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 just 3 players live (excluding Travellers), good only wins 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.

Jinxes

Hatter: The **Plank of Wood** cannot be removed or brought into play by the **Hatter's** ability.

Pit-Hag: The **Plank of Wood** cannot be removed or brought into play by the **Pit-Hag's** ability. If the Pit-Hag creates a **Plank of Wood**, they swap characters with the previous **Plank of Wood**.

Json

```
{
  "id": "plankofwood_faketierscollection",
  "image": [
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/plankofwood_faketierscollection.png?raw=true",
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/plankofwood_good_faketierscollection.png?raw=true"
  ],
  "otherNightReminder": "The Plank of Wood points to a player. That player dies.",
  "reminders": [
    "Dead"
  ],
  "name": "Plank of Wood - π",
  "team": "demon",
  "ability": "Each night*, choose a player: they die. If just 3 players live (excluding Travellers), good only wins if no-one is executed.",
  "flavor": "*Plank of Wood noises*",
  "otherNight": 49,
  "jinxes": [
    {
      "id": "hatter",
      "reason": "The Plank of Wood cannot be removed or brought into play by the Hatter's ability."
    },
    {
      "id": "pithag",
      "reason": "The Plank of Wood cannot be removed or brought into play by the Pit-Hag's ability. If the Pit-Hag creates a Plank of Wood, they swap characters with the previous Plank of Wood."
    }
  ]
}
```



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

Time

Ability: On your 1st night, see the Grimoire & choose all players. Each night*, the next alive player chosen dies, even if they could not.

Time ticks away.

Time does not wake to kill. Instead, they decide their kills all on the 1st night by seeing the **Grimoire** then choosing the order in which each player dies.

If the next player on the list is dead, it skips over to the next alive player.

Any form of safety or death protection is ignored by **Time**.

An external notepad will be needed to note all the order of choices.

How To Run

On the 1st night, wake **Time**. Show them the **Grimoire** for as long as they need. **Time** then points to every player in the **Grimoire** in a particular order. Note down this order on an external notepad. Put them to sleep.

Every night after the 1st, the topmost player on **Time's** list without a shroud dies, mark them with the **Dead** token.

Examples

cant be arsed to think of any. youll figure it out

Jinxes

Damsel: The **Damsel** starts knowing a not-in-play **Outsider** and registers as it to **Time**.

Heretic: The **Heretic** starts knowing a not-in-play **Outsider** and registers as it to **Time**.

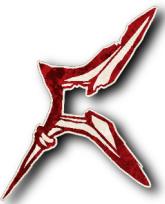
Magician: When **Time** sees the **Grimoire**, the **Minion** and **Magician** tokens are removed.

Poppygrower: geniunely just dont. i dont even have an idea for a jinx

Shadow Pierce: geniunely just dont. i dont even have an idea for a jinx

Json

```
{  
  "id": "time_faketierscollection",  
  "image": [  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
time_faketierscollection.png?raw=true",  
    "https://github.com/Tier6194/FakeTiersCollection/blob/main/Demons/  
time_good_faketierscollection.png?raw=true"  
  ],  
  "firstNightReminder": "Show the Grimoire to Time for as long as they need. Time then  
points to all the players, use an external notepad to mark down the order they are pointed  
at. Put them to sleep.",  
  "otherNightReminder": "The next player on the list of players chosen by Time without a  
shroud dies.",  
  "reminders": [  
    "Dead"  
  ],  
  "name": "Time - π",  
  "team": "demon",  
  "ability": "On your 1st night, see the Grimoire & choose all players. Each night*, the  
next alive player chosen dies, even if they could not.",  
  "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": 67.1,  
  "otherNight": 48.1,  
  "jinxes": [  
    {  
      "id": "damsel",  
      "reason": "The Damsel starts knowing a not-in-play Outsider and registers as it to  
Time."  
    },  
    {  
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    },  
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    },  
    {  
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    {  
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  ]  
}
```



"....."

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

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{
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  "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.",
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    "New Cycle",
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    {
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      "reason": "If the Exorcist chooses Fall. Charlotte, tomorrow, nominations do not bring the final day closer."
    },
    {
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      "reason": "Each night*, Fall. Charlotte chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die."
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    {
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      "reason": "If Fall. Charlotte is in-play and the Grandchild was nominated, the final day comes closer by 2 instead of 1."
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      "reason": "If Fall. Charlotte is in-play, the Innkeeper-protected players are safe from all evil abilities."
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    {
      "id": "king",
      "reason": "If Fall. Charlotte is in-play, and at least 1 player is dead, the King learns an alive character each night."
    },
    {
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      "reason": "If Fall. Charlotte and Mayor are both in-play and no execution occurs on the final day, good wins instead."
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    {
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      "reason": "If Fall. Charlotte is in-play, the Monk-protected player is safe from all evil abilities."
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    {
      "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."
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    {
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      "reason": "Each night*, Fall. Charlotte chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die."
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    {
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      "reason": "If Fall. Charlotte is in-play, the Soldier is safe from all evil abilities."
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    {
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      "reason": "If Fall. Charlotte is in-play, the Templar-protected player is safe from all evil abilities."
    }
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},
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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.