Machinations v1.0.0 *by tt612 / LivFreeOrPie*

Sentinel Djinn

TOWNSFOLK

Alchemist

You have a not-in-play Minion ability.

Tea Lady

If both your alive neighbours are good, they can't die.

High Priestess

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

Empath

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

Investigator

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

Slayer

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

OUTSIDER

Tinker

You might die at any time.

Golem

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

MINION

Assassin

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

Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

Evil Twin

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

DEMON

Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

Machinations — by tt612 / LivFreeOrPie

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Marionette
6. Evil Twin
7. Investigator
8. Empath
9. Dawn

FABLED, JINXES & LORIC

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

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

OTHER NIGHTS

1. Dusk
2. Shabaloth
3. Assassin
4. Tinker
5. Empath
6. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

Machinations — by tt612 / LivFreeOrPie

1. **Dusk**
   Start the Night Phase.
2. **Minion Info**
   If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3. **Demon Info**
   If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4.
   Alchemist
   Show the Alchemist a not-in-play Minion token
5.
   Marionette
   Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6.
   Evil Twin
   Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
7.
   Investigator
   Show the character token of a Minion in play. Point to two players, one of which is that character.
8.
   Empath
   Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9. **Dawn**
   Wait for a few seconds. End the Night Phase.

Other Nights

Machinations — by tt612 / LivFreeOrPie

1 D **Dusk**
Start the Night Phase.

2 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

3 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

4 **Tinker**
The Tinker might die.

5 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

6 D **Dawn**
Wait for a few seconds. End the Night Phase.