Half of 108 onion pies v1.0.5 *by erik*

Djinn

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



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



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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



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



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Saint
If you die by execution, your team loses.

MINION



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



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



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



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



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Marionette
6. Pixie
7. Washerwoman
8. Librarian
9. Chef
10. Empath
11. Fortune Teller
12. Noble
13. Spy
14. Dawn

FABLED, JINXES & LORIC

Spy & Ogre

The Spy registers as evil to the Ogre.

Recluse & Ogre

If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

Legion & Minstrel

If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Bureaucrat

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

Harlot

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

Beggar

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

Deviant

If you were funny today, you cannot die by exile.

Scapegoat

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

OTHER NIGHTS

1. Dusk
2. Monk
3. Scarlet Woman
4. Lunatic
5. Legion
6. Imp
7. Vortox
8. Ravenkeeper
9. Empath
10. Fortune Teller
11. Spy
12. 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

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

2 M **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 D **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  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

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  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

7  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

8  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

9  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

11  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

12  **Noble**
Point to 3 players including one evil player, in no particular order.

13  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

Other Nights

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

2 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

3 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

4 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

5 **Legion**
Choose a player, that player dies.

6 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

7 **Vortox**
The Vortox points to a player. That player dies.

8 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

10 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

11 **Spy**
Show the Grimoire to the Spy for as long as they need.

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