Time Trial v1.1.1 *by seaplus*

TOWNSFOLK



Steward
You start knowing 1 good player.



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.



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



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



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



Soldier
You are safe from the Demon.



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



Farmer
If you die at night, an alive good player becomes a Farmer.



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

OUTSIDER



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.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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

MINION



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]



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

Time Trial — by seaplus

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Pukka
6. Librarian
7. Chef
8. Empath
9. Noble
10. General
11. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Scarlet Woman
3. Imp
4. Pukka
5. Po
6. Farmer
7. Empath
8. Oracle
9. General
10. D — 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

Time Trial — by seaplus

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  **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.

5  **Pukka**
The Pukka points to a player. That player is poisoned.

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

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

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

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

10  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

Other Nights

Time Trial — by seaplus

1 **Dusk**
Start the Night Phase.

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

3  **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.

4  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

5  **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

6  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

8  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

9  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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