Engineeeerz v1.4.0 *by Stefano Rando*

TOWNSFOLK



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Knight
You start knowing 2 players that are not the Demon.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Undertaker
Each night*, you learn which character died by execution today.



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



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

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



Sweetheart
When you die, 1 player is drunk from now on.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Snitch
Minions start knowing 3 not-in-play characters.

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]



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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.

Quick Reference

Engineeeerz — by Stefano Rando

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snitch
6. Engineer
7. Pukka
8. Clockmaker
9. Dreamer
10. Nightwatchman
11. Spy
12. Mathematician
13. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Engineer
4. Monk
5. Scarlet Woman
6. Imp
7. Pukka
8. No Dashii
9. Vortox
10. Sweetheart
11. Farmer
12. Undertaker
13. Dreamer
14. Juggler
15. Nightwatchman
16. Spy
17. Mathematician
18. 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

Engineeeerz — by Stefano Rando

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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

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

8  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

9  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

10  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

12  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

Other Nights

Engineeeerz — by Stefano Rando

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

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

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

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

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

8 **No Dashii**
The No Dashii points to a player. That player dies.

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

10 **Sweetheart**
Choose a player that is drunk.

11 **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.

12 **Undertaker**
If a player was executed today: Show that player's character token.

13 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

15 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

17 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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