A Cleveland Browns Fan Memoir v1.0.0 by Adge

TOWNSFOLK



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



Town Crier
Each night*, you learn if a Minion nominated today.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



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.



Fool
The first time you die, you don't.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Sailor
6. Preacher
7. Godfather
8. Devil's Advocate
9. Witch
10. Pukka
11. General
12. Mathematician
13. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Sailor
3. Preacher
4. Innkeeper
5. Devil's Advocate
6. Witch
7. Imp
8. Pukka
9. Assassin
10. Godfather
11. Gossip
12. Barber
13. Farmer
14. Moonchild
15. Town Crier
16. Juggler
17. General
18. Mathematician
19. 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  **Magician**

5  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

7  **Godfather**
Show each of the Outsider tokens in play.

8  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

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

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

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1. **Dusk**
   Start the Night Phase.
2. **Sailor**
   The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3. **Preacher**
   The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
4. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6. **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
7. **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.
8. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9. **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.
10. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
11. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12. **Barber**
    If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
13. **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.
14. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
15. **Town Crier**
    Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
16. **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.
17. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
19. **Dawn**
    Wait for a few seconds. End the Night Phase.