# Cards on the Table v1.0.0 *by Tomer*

Djinn

## TOWNSFOLK



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



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



### Flowergirl
Each night*, you learn if a Demon voted today.



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



### Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



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



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



### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



### Pacifist
Executed good players might not die.

## OUTSIDER



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



### Saint
If you die by execution, your team loses.



### Zealot
If there are 5 or more players alive, you must vote for every nomination.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



### Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



### 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.



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

## DEMON



### Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

*Cards on the Table — by Tomer*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poppy Grower
6. Lil' Monsta
7. Evil Twin
8. Fearmonger
9. Grandmother
10. Clockmaker
11. Chambermaid
12. Mathematician
13. Dawn

## FABLED, JINXES & LORIC

**Cannibal & Princess**

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

**Cannibal & Zealot**

If the Cannibal gains the Zealot ability, the Cannibal learns this.

**Vizier & Zealot**

The Zealot might register as evil to the Vizier.

**Lil' Monsta & Vizier**

If the Vizier is babysitting Lil' Monsta, they die when executed.

**Mathematician & Drunk**

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

**Mathematician & Chambermaid**

The Chambermaid can detect if the Mathematician will wake tonight.

**Lil' Monsta & Poppy Grower**

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

**Vizier & Fearmonger**

The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

**Lil' Monsta & Psychopath**

If the Psychopath is babysitting Lil' Monsta, they die when executed.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Fearmonger
5. Vigormortis
6. Lil' Monsta
7. Acrobat
8. Grandmother
9. Flowergirl
10. Chambermaid
11. Mathematician
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

*Cards on the Table — by Tomer*

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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

6  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7  **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.

8  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

9  **Grandmother**
Show the marked character token. Point to the marked player.

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

11  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

*Cards on the Table — by Tomer*

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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

4 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

5 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

6 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

7 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

8 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

9 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

10 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

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