Careful with that Axe Eugene! v1.0.0 *by Malashaan*

TOWNSFOLK

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

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

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

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.

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

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

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

Alchemist
You have a not-in-play Minion ability.

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

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

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

OUTSIDER

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.

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

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

Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION

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

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

Baron
There are extra Outsiders in play. [+2 Outsiders]

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

DEMON

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

Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

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

Quick Reference

Careful with that Axe Eugene! — by Malashaan

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Magician
6. Sailor
7. Preacher
8. Lleech
9. Poisoner
10. Chef
11. Noble
12. Bounty Hunter
13. Mathematician
14. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Preacher
4. Poisoner
5. Pit-Hag
6. Vortox
7. Vigormortis
8. Lleech
9. Barber
10. Sweetheart
11. Ravenkeeper
12. Bounty Hunter
13. Mathematician
14. 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

Careful with that Axe Eugene! — by Malashaan

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 **Alchemist**
Show the Alchemist a not-in-play Minion token

5 **Magician**

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

7 **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.

8 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

9 **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

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

12 **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

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

Other Nights

Careful with that Axe Eugene! — by Malashaan

1 D **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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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

7 **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.

8 **Lleech**
The Lleech points to a player. That player dies.

9 **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.

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

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

12 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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

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