(TV)Taste of you own Medicine v1.0.0 *by Fireblade*

Sentinel

TOWNSFOLK



Nightwatchman

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Sailor

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



Innkeeper

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



Empath

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

OUTSIDER



Drunk

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



Devil's Advocate

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



Poisoner

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

DEMON



Pukka

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



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.

Quick Reference

(TV)Taste of you own Medicine — by Fireblade

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Sailor
6. Lleech
7. Poisoner
8. Snake Charmer
9. Devil's Advocate
10. Pukka
11. Empath
12. Seamstress
13. Nightwatchman
14. Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Innkeeper
5. Snake Charmer
6. Devil's Advocate
7. Lunatic
8. Pukka
9. Lleech
10. Empath
11. Seamstress
12. Nightwatchman
13. 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  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

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

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

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

8  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

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

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

12  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

13  **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.

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

Other Nights

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

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  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7  **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

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

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

11  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

12  **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.

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