Suburbia Problems v1.0.1 *by Empath1*

Sentinel

TOWNSFOLK



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



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Oracle
Each night*, you learn how many dead players are evil.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

OUTSIDER



Tinker
You might die at any time.



Recluse
You might register as evil & as a Minion or Demon, even if dead.

MINION



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



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



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

Suburbia Problems — by Empath

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Washerwoman
7. Chef
8. Seamstress
9. Dawn

FABLED, JINXES & LORIC

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Lycanthrope
4. Zombuul
5. Vigormortis
6. Tinker
7. Oracle
8. Seamstress
9. 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		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
7		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		**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.
9	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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

4  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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  **Tinker**
The Tinker might die.

7  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

8  **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.

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