

Starpass or Bust v1.0.0 by Cassandra Rudig

TOWNSFOLK



Flowergirl

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Ravenkeeper

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

OUTSIDER



Drunk

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



Moonchild

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

MINION



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMON



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  Widow
- 5  Spy
- 6  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Exorcist
- 3  Imp
- 4  Sage
- 5  Moonchild
- 6  Ravenkeeper
- 7  Flowergirl
- 8  Spy
- 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  **Dusk**
| Start the Night Phase.
- 2  **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  **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  **Widow**
| Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
- 5  **Spy**
| Show the Grimoire to the Spy for as long as they need.
- 6  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **Exorcist**
| The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
- 3  **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.
- 4  **Sage**
| If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
- 5  **Moonchild**
| If the Moonchild used their ability to target a player today: If that player is good, they die.
- 6  **Ravenkeeper**
| If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
- 7  **Flowergirl**
| Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
- 8  **Spy**
| Show the Grimoire to the Spy for as long as they need.
- 9  **Dawn**
| Wait for a few seconds. End the Night Phase.