Queen of Thorns v1.0.0 *by seaplus*

Pope

TOWNSFOLK



Tea Lady

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

OUTSIDER



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Tinker

You might die at any time.



Mutant

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



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



Poisoner

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



Devil's Advocate

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



Pukka

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



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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Devil's Advocate
6. Witch
7. Pukka
8. Dawn

FABLED, JINXES & LORIC

LORIC



Pope
There are duplicate good characters in play. They might also be bluffs.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Devil's Advocate
4. Witch
5. Pukka
6. Tinker
7. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

6  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

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

Other Nights

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1. **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. 
   Devil's Advocate
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5. 
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6. 
   Tinker
   The Tinker might die.
7. **Dawn**
   Wait for a few seconds. End the Night Phase.