The Boy Who Cried Werewolf v2.0.0 *by Jade and Nexus*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



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

DEMON



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

Quick Reference

The Boy Who Cried Werewolf — by Jade and Nexus

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Cerenovus
6. Pukka
7. Pixie
8. Amnesiac
9. Fortune Teller
10. Clockmaker
11. Nightwatchman
12. General
13. Mathematician
14. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Baron

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

Plague Doctor & Goblin

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

RECOMMENDED TRAVELLERS

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Cerenovus
5. Lycanthrope
6. Pukka
7. No Dashii
8. Amnesiac
9. Ravenkeeper
10. Fortune Teller
11. Juggler
12. Nightwatchman
13. General
14. Mathematician
15. 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

The Boy Who Cried Werewolf — by Jade and Nexus

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  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

7  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

8  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

9  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

10  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

11  **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.

12  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

The Boy Who Cried Werewolf — by Jade and Nexus

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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

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

7 **No Dashii**
The No Dashii points to a player. That player dies.

8 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

10 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

11 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

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