# Before dawn v1.0.0 *by Me*

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



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



**Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



**Balloonist**
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



**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.



**Undertaker**
Each night*, you learn which character died by execution today.



**Monk**
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



**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.



**Artist**
Once per game, during the day, privately ask the Storyteller any yes/no question.



**Slayer**
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



**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.



**Fool**
The first time you die, you don't.

## OUTSIDER



**Butler**
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



**Saint**
If you die by execution, your team loses.



**Politician**
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## 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.



**Harpy**
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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

## DEMON



**Yaggababble**
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**Ojo**
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# 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. Amnesiac
8. Librarian
9. Chef
10. Fortune Teller
11. Butler
12. Seamstress
13. Balloonist
14. Nightwatchman
15. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Devil's Advocate
5. Witch
6. Imp
7. No Dashii
8. Amnesiac
9. Ravenkeeper
10. Fortune Teller
11. Undertaker
12. Seamstress
13. Balloonist
14. Nightwatchman
15. Butler
16. 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 
**Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8 
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

9 
**Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

10 
**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.

11 
**Butler**
The Butler points to a player. Mark that player as 'Master'.

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 
**Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

14 
**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.

15 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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

5 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

6 **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.

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 **Undertaker**
If a player was executed today: Show that player's character token.

12 **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.

13 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

14 **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.

15 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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