Army of Alfreds v1.0.1 *by seaplus*

Pope Djinn

OUTSIDER



Butler

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

MINION



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Ojo

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

Quick Reference

Army of Alfreds — by seaplus

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Butler
5. D — Dawn

FABLED, JINXES & LORIC

Butler & Organ Grinder

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

FABLED

Djinn

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

LORIC

Pope

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

OTHER NIGHTS

1. D — Dusk
2. Butler
3. D — 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

Army of Alfreds — by seaplus

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

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

Other Nights

Army of Alfreds — by seaplus

1 D **Dusk**
Start the Night Phase.

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

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