# Double, Double Toil and Babble v1.0.1 *by Patrick*

Djinn

## TOWNSFOLK



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



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



**Empath**
Each night, you learn how many of your 2 alive neighbours are evil.



**Village Idiot**
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



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



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



**Gambler**
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



**Seamstress**
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



**Virgin**
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDER



**Goon**
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



**Tinker**
You might die at any time.



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



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

## MINION



**Godfather**
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



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



**Marionette**
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



**Scarlet Woman**
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON



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



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



**Vigormortis**
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Godfather
7. Witch
8. Amnesiac
9. Librarian
10. Empath
11. Seamstress
12. Dawn

## FABLED, JINXES & LORIC

**Marionette & Kazali**

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Gambler
5. Witch
6. Scarlet Woman
7. Vigormortis
8. Godfather
9. Amnesiac
10. Tinker
11. Ravenkeeper
12. Empath
13. Undertaker
14. Flowergirl
15. Seamstress
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  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

5  **Poisoner**
The Poisoner points to a player. That player is poisoned.

6  **Godfather**
Show each of the Outsider tokens in play.

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

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

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

11  **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.

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

4  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

7  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

8  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

10  **Tinker**
The Tinker might die.

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

12  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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

14  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

15  **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.

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