# B(arber) (M)arionette) R(ecluse) v1.0.0 *by Malashaan*

Djinn

## TOWNSFOLK



**Knight**
You start knowing 2 players that are not the Demon.



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



**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.



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



**Dreamer**
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



**Town Crier**
Each night*, you learn if a Minion nominated today.



**Oracle**
Each night*, you learn how many dead players are evil.



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



**Savant**
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



**Poppy Grower**
Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



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



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



**Barber**
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



**Lunatic**
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINION



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



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



**Mezepheles**
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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

## DEMON



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



**Vortox**
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



**Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

*B(arber) (M)arionette) R(ecluse) — by Malashaan*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. Marionette
7. Godfather
8. Cerenovus
9. Mezepheles
10. Pixie
11. Chef
12. Dreamer
13. Balloonist
14. Nightwatchman
15. General
16. Dawn

## FABLED, JINXES & LORIC

**Marionette & Balloonist**

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Monk
4. Cerenovus
5. Mezepheles
6. Lunatic
7. Legion
8. Imp
9. Vortox
10. Godfather
11. Barber
12. Ravenkeeper
13. Dreamer
14. Town Crier
15. Oracle
16. Balloonist
17. Nightwatchman
18. General
19. 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

*B(arber) (M)arionette) R(ecluse) — by Malashaan*

| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Poppy Grower**<br>Do not inform the Demon/Minions who each other are |
| 5 |  | **Lunatic**<br>If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers. |
| 6 |  | **Marionette**<br>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. |
| 7 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 8 |  | **Cerenovus**<br>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. |
| 9 |  | **Mezepheles**<br>Show the Mezepheles their secret word. |
| 10 |  | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 11 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 12 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 13 |  | **Balloonist**<br>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**<br>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 |  | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 16 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

*B(arber) (M)arionette) R(ecluse) — by Malashaan*

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

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

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 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

7 **Legion**
Choose a player, that player dies.

8 **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.

9 **Vortox**
The Vortox points to a player. That player dies.

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

11 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

13 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

15 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

16 **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.

17 **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.

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

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