# Underling Uprising v1.0.0 *by Shrolu*

## TOWNSFOLK

### Noble
You start knowing 3 players, 1 and only 1 of which is evil.

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

### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.

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

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

### Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no 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.

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

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

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

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

### Alchemist
You have a not-in-play Minion ability.

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

## OUTSIDER

### Hermit
You have all Outsider abilities. [-0 or -1 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.

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

## MINION

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

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

### Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

### Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

## DEMON

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

### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

### Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Preacher
6. Cerenovus
7. Pixie
8. Fortune Teller
9. Seamstress
10. Noble
11. Balloonist
12. General
13. D — Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Cerenovus
4. Pit-Hag
5. Imp
6. Fortune Teller
7. Oracle
8. Seamstress
9. Balloonist
10. General
11. 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

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| | | |
|---|---|---|
| 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 | | **Alchemist**<br>Show the Alchemist a not-in-play Minion token |
| 5 | | **Preacher**<br>The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token. |
| 6 | | **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. |
| 7 | | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 8 | | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 9 | | **Seamstress**<br>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. |
| 10 | | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 11 | | **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. |
| 12 | | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 13 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

3 **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.

4 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

5 **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.

6 **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.

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

8 **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.

9 **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.

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

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