# Walking The Tripwire v1.0.0 *by KingoftheAbyss*

Djinn

## TOWNSFOLK



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



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



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### 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.



### Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



### Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



### Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

## DEMON



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



### Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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



### Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

*Walking The Tripwire — by KingoftheAbyss*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. King
6. Evil Twin
7. Fearmonger
8. Damsel
9. Librarian
10. Investigator
11. Grandmother
12. Balloonist
13. Bounty Hunter
14. Chambermaid
15. Leviathan
16. D — Dawn

## FABLED, JINXES & LORIC

**Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.

**Riot & Mayor**
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

**Leviathan & Mayor**
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

**Riot & Grandmother**
If Riot is in play and the Grandchild dies by execution, evil wins.

**Leviathan & Grandmother**
If the Leviathan is in play and the Grandchild dies by execution, evil wins.

**Al-Hadikhia & Mastermind**
If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.

**Alchemist & Mastermind**
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

**Riot & King**
If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

**Leviathan & King**
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

**Vizier & Politician**
The Politician might register as evil to the Vizier.

**Vizier & Fearmonger**
The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

### FABLED

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

## OTHER NIGHTS

1. D — Dusk
2. Fearmonger
3. Lycanthrope
4. Vortox
5. Al-Hadikhia
6. Choirboy
7. Damsel
8. Grandmother
9. Balloonist
10. King
11. Bounty Hunter
12. Chambermaid
13. Leviathan
14. 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 |  | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 6 |  | **Evil Twin**<br>Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player. |
| 7 |  | **Fearmonger**<br>The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability. |
| 8 |  | **Damsel**<br>Wake all the Minions, show them the 'This character selected you' card and the Damsel token. |
| 9 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 10 |  | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 11 |  | **Grandmother**<br>Show the marked character token. Point to the marked player. |
| 12 |  | **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. |
| 13 |  | **Bounty Hunter**<br>Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign. |
| 14 |  | **Chambermaid**<br>The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability. |
| 15 |  | **Leviathan**<br>Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.' |
| 16 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

2 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

3 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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

5 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

6 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

7 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

8 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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 **King**
If there are more dead than living, show the King a character token of a living player.

11 **Bounty Hunter**
If the known evil player has died, point to another evil player.

12 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

13 **Leviathan**
Change the Leviathan Day reminder for the next day.

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