One of you is Poisoned v1.1.0 *by Psych*

Sentinel

TOWNSFOLK



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



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



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



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



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



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

MINION



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

One of you is Poisoned — by Psych

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lleech
5. Devil's Advocate
6. Empath
7. Seamstress
8. Noble
9. D — Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. D — Dusk
2. Devil's Advocate
3. Lleech
4. Sweetheart
5. Empath
6. Seamstress
7. 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

One of you is Poisoned — by Psych

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  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

5  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

7  **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.

8  **Noble**
Point to 3 players including one evil player, in no particular order.

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

Other Nights

One of you is Poisoned — by Psych

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

2  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

3  **Lleech**
The Lleech points to a player. That player dies.

4  **Sweetheart**
Choose a player that is drunk.

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

6  **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.

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