# Onion Pies + Spice v1.0.0 *by Innocide*

Gardener Djinn

## TOWNSFOLK



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



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



**Washerwoman**
You start knowing that 1 of 2 players is a particular Townsfolk.



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



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



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



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



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



**Soldier**
You are safe from the Demon.



**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.



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



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



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



**Cult Leader**
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

## OUTSIDER



**Ogre**
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**Saint**
If you die by execution, your team loses.



**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.



**Politician**
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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

## MINION



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



**Spy**
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



**Baron**
There are extra Outsiders in play. [+2 Outsiders]



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



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



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



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

## DEMON



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



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



**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

*Onion Pies + Spice — by Innocide*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Marionette
6. Lleech
7. Poisoner
8. Cerenovus
9. Pixie
10. Amnesiac
11. Washerwoman
12. Librarian
13. Chef
14. Empath
15. Dreamer
16. Noble
17. Cult Leader
18. Spy
19. Dawn

## FABLED, JINXES & LORIC

**Spy & Ogre**
The Spy registers as evil to the Ogre.

**Recluse & Ogre**
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

**Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.

**Cerenovus & Goblin**
The Cerenovus may choose to make a player mad that they are the Goblin.

### FABLED

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

### LORIC

**Gardener**
The Storyteller assigns all players' characters.

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Cerenovus
5. Scarlet Woman
6. Lunatic
7. Imp
8. Lleech
9. Amnesiac
10. Ravenkeeper
11. Empath
12. Dreamer
13. Cult Leader
14. Spy
15. 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 **Lunatic**
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.

5 **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.

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

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

8 **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.

9 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

11 **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

13 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

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

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

17 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

18 **Spy**
Show the Grimoire to the Spy for as long as they need.

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

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  **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.

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

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

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

13  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

14  **Spy**
Show the Grimoire to the Spy for as long as they need.

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