Puzzles v1.0.0 *by ReturnFalse*

Djinn

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Empath

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Nightwatchman

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



Poppy Grower

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



Savant

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



Fisherman

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Virgin

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



Undertaker

Each night*, you learn which character died by execution today.



Washerwoman

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

OUTSIDER



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Vizier

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



Mezepheles

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

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

Puzzles — by ReturnFalse

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Lleech
7. Witch
8. Mezepheles
9. Pixie
10. Washerwoman
11. Empath
12. Butler
13. Nightwatchman
14. Dawn

FABLED, JINXES & LORIC

Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

Butler & Organ Grinder

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Witch
4. Mezepheles
5. Exorcist
6. Lleech
7. Professor
8. Empath
9. Undertaker
10. Nightwatchman
11. Butler
12. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Poppy Grower**
Do not inform the Demon/Minions who each other are

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

7  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8  **Mezepheles**
Show the Mezepheles their secret word.

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

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

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

12  **Butler**
The Butler points to a player. Mark that player as 'Master'.

13  **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.

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

Other Nights

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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  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4  **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.

5  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

7  **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

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

9  **Undertaker**
If a player was executed today: Show that player's character token.

10  **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.

11  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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