Thread Herring v1.1.0 *by Cassandra Rudig*

TOWNSFOLK

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

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

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Tea Lady
If both your alive neighbours are good, they can't die.

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

OUTSIDER

Snitch
Minions start knowing 3 not-in-play characters.

Tinker
You might die at any time.

MINION

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

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

DEMON

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Snitch
6. Marionette
7. Poisoner
8. Investigator
9. Noble
10. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Poisoner
4. Lycanthrope
5. Po
6. Tinker
7. Ravenkeeper
8. 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** 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		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**Snitch** After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
6		**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.
7		**Poisoner** The Poisoner points to a player. That player is poisoned.
8		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
9		**Noble** Point to 3 players including one evil player, in no particular order.
10	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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

5 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

6 **Tinker**
The Tinker might die.

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

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