# The Folly of Perpetual Motion v2.5.0 *by Quixotic*

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



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



### Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



### Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



### Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



### Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



### Fool
The first time you die, you don't.

## OUTSIDER



### Tinker
You might die at any time.



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



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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

## MINION



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

## DEMON



### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

# Quick Reference

*The Folly of Perpetual Motion — by Quixotic*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Godfather
6. Devil's Advocate
7. Fortune Teller
8. Grandmother
9. Seamstress
10. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Gambler
4. Devil's Advocate
5. Exorcist
6. Imp
7. Shabaloth
8. No Dashii
9. Vigormortis
10. Assassin
11. Godfather
12. Gossip
13. Acrobat
14. Sweetheart
15. Tinker
16. Moonchild
17. Grandmother
18. Fortune Teller
19. Seamstress
20. 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

*The Folly of Perpetual Motion — by Quixotic*

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 
**Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5 
**Godfather**
Show each of the Outsider tokens in play.

6 
**Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7 
**Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

8 
**Grandmother**
Show the marked character token. Point to the marked player.

9 
**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.

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

# Other Nights

*The Folly of Perpetual Motion — by Quixotic*

1. **Dusk**
   Start the Night Phase.
2. **Sailor**
   The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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. **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.
7. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
8. **No Dashii**
   The No Dashii points to a player. That player dies.
9. **Vigormortis**
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
10. **Assassin**
    If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
11. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
12. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13. **Acrobat**
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
14. **Sweetheart**
    Choose a player that is drunk.
15. **Tinker**
    The Tinker might die.
16. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
17. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
18. **Fortune Teller**
    The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
19. **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.
20. **Dawn**
    Wait for a few seconds. End the Night Phase.