Organic chemistry v1.3.0 *by jacob*

Sentinel

TOWNSFOLK



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



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



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



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



Oracle
Each night*, you learn how many dead players are evil.



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

OUTSIDER



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



Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



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

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

Organic chemistry — by jacob

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Lil' Monsta
6. Cerenovus
7. Washerwoman
8. Spy
9. Dawn

FABLED, JINXES & LORIC

FABLED

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Cerenovus
4. Zombuul
5. Lil' Monsta
6. Professor
7. Undertaker
8. Oracle
9. Spy
10. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

6  **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.

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

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

9 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 **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 **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.

4 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

5 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

6 **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.

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

8 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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

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