The Bird and The Worm v1.0.0 *by Howezy*

Djinn

TOWNSFOLK



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Empath

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



Dreamer

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



Oracle

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



Slayer

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



Ravenkeeper

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

OUTSIDER



Sweetheart

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



Mutant

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

MINION



Marionette

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



Boffin

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

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

The Bird and The Worm — by Howezy

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Lleech
6. Empath
7. Dreamer
8. Dawn

FABLED, JINXES & LORIC

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

FABLED

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

OTHER NIGHTS

1. Dusk
2. Lleech
3. Sweetheart
4. Ravenkeeper
5. Empath
6. Dreamer
7. Oracle
8. 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 Bird and The Worm — by Howezy

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  **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.

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

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

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

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

Other Nights

The Bird and The Worm — by Howezy

1 D **Dusk**
Start the Night Phase.

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

3 **Sweetheart**
Choose a player that is drunk.

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

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

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

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

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