Sunday Morning 9am v1.0.0 *by Mark, that Mark*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



Town Crier
Each night*, you learn if a Minion nominated today.



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER



Zealot
If there are 5 or more players alive, you must vote for every nomination.



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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

MINION



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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.



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

DEMON



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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



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

Quick Reference

Sunday Morning 9am — by Mark, that Mark

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. King
5. Godfather
6. Witch
7. Fearmonger
8. Pixie
9. Investigator
10. Empath
11. Butler
12. Clockmaker
13. D — Dawn

FABLED, JINXES & LORIC

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. D — Dusk
2. Witch
3. Fearmonger
4. No Dashii
5. Vortox
6. Vigormortis
7. Godfather
8. Barber
9. Sage
10. Choirboy
11. Ravenkeeper
12. Empath
13. Undertaker
14. Town Crier
15. King
16. Butler
17. 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

Sunday Morning 9am — by Mark, that Mark

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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

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

7  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

9  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

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

12  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

Other Nights

Sunday Morning 9am — by Mark, that Mark

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

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

3 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

4 **No Dashii**
The No Dashii points to a player. That player dies.

5 **Vortox**
The Vortox points to a player. That player dies.

6 **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.

7 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

8 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

9 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

10 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

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

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

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

14 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

15 **King**
If there are more dead than living, show the King a character token of a living player.

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

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