# Icebreaker Activities v1.0.0 *by Dominic*

Gardener · Hindu · Big Wig · Fibbin · Doomsayer · Djinn · Revolutionary

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



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



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



**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.



**Cult Leader**
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



**Nightwatchman**
Once per game, at night, choose a player: they learn who you are.



**Juggler**
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Alchemist**
You have a not-in-play Minion ability.



**Farmer**
If you die at night, an alive good player becomes a Farmer.



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



**Atheist**
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

## OUTSIDER



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



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



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



**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]



**Evil Twin**
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



**Vizier**
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

## DEMON



**Yaggababble**
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



**Lord of Typhon**
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



**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

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Marionette
6. Lleech
7. Evil Twin
8. Pixie
9. Empath
10. Grandmother
11. Nightwatchman
12. Cult Leader
13. Dawn

## FABLED, JINXES & LORIC

**Boffin & Ogre**
The Demon cannot have the Ogre ability.

**Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

**Boffin & Cult Leader**
If the Demon has the Cult Leader ability, they can't turn good due to this ability.

**Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

### FABLED

**Fibbin**
Once per game, 1 good player might get incorrect information.

**Doomsayer**
If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

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

**Revolutionary**
2 neighboring players are known to be the same alignment. Once per game, 1 of them registers falsely.

### LORIC

**Gardener**
The Storyteller assigns all players' characters.

**Hindu**
The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

**Big Wig**
Each nominee chooses a player: until voting, only they may speak & they are mad the nominee is good or they might die.

### RECOMMENDED TRAVELLERS

**Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

**Matron**
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

**Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

**Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

**Gnome**
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

## OTHER NIGHTS

1. Dusk
2. No Dashii
3. Lleech
4. Gossip
5. Barber
6. Farmer
7. Grandmother
8. Empath
9. Juggler
10. Nightwatchman
11. Cult Leader
12. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Alchemist**<br>Show the Alchemist a not-in-play Minion token |
| 5 |  | **Marionette**<br>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. |
| 6 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 7 |  | **Evil Twin**<br>Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player. |
| 8 |  | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 9 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 10 |  | **Grandmother**<br>Show the marked character token. Point to the marked player. |
| 11 |  | **Nightwatchman**<br>The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player. |
| 12 |  | **Cult Leader**<br>If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly. |
| 13 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

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

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

4 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

5 **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.

6 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

7 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

9 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

10 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

11 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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