Slippery on the Patio v1.0.0 *by Felicia*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Chef
You start knowing how many pairs of evil players there are.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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.



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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.



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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

MINION



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



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



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



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

DEMON



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



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.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Marionette
6. Lil' Monsta
7. Lleech
8. Poisoner
9. Godfather
10. Fearmonger
11. Pixie
12. Amnesiac
13. Chef
14. Empath
15. Fortune Teller
16. Noble
17. Balloonist
18. Bounty Hunter
19. Spy
20. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Magician

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Fearmonger
4. No Dashii
5. Lleech
6. Lil' Monsta
7. Godfather
8. Barber
9. Amnesiac
10. Farmer
11. Empath
12. Fortune Teller
13. Undertaker
14. Balloonist
15. Bounty Hunter
16. Spy
17. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Magician**
5. **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.
6. **Lil' Monsta**
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7. **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
8. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
9. **Godfather**
   Show each of the Outsider tokens in play.
10. **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.
11. **Pixie**
    Show the Pixie 1 in-play Townsfolk character token.
12. **Amnesiac**
    Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13. **Chef**
    Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
14. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
15. **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.
16. **Noble**
    Point to 3 players including one evil player, in no particular order.
17. **Balloonist**
    Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
18. **Bounty Hunter**
    Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
19. **Spy**
    Show the Grimoire to the Spy for as long as they need.
20. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
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. **Lleech**
   The Lleech points to a player. That player dies.
6. **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.
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. **Amnesiac**
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10. **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.
11. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
12. **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.
13. **Undertaker**
    If a player was executed today: Show that player's character token.
14. **Balloonist**
    Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
15. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
16. **Spy**
    Show the Grimoire to the Spy for as long as they need.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.