Everyone Can Bake v1.0.0 *by begru*

Djinn

TOWNSFOLK



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



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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.



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



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

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.



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



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



Saint
If you die by execution, your team loses.

MINION



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.



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Poisoner
6. Librarian
7. Empath
8. Fortune Teller
9. Grandmother
10. Clockmaker
11. Spy
12. D — Dawn

FABLED, JINXES & LORIC

Spy & Ogre

The Spy registers as evil to the Ogre.

Recluse & Ogre

If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Gambler
4. Monk
5. Scarlet Woman
6. Imp
7. Grandmother
8. Ravenkeeper
9. Empath
10. Fortune Teller
11. Spy
12. 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

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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		**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		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
7		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		**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.
9		**Grandmother** Show the marked character token. Point to the marked player.
10		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		**Spy** Show the Grimoire to the Spy for as long as they need.
12	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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

6  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

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

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

10  **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.

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

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