# Public speaking 101 v1.0.0 *by Dave B*

## TOWNSFOLK



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



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



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



### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



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



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



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



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



### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



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

## OUTSIDER



### Tinker
You might die at any time.



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



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



### Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



### 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.



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



### Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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

## DEMON



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



### Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Marionette
6. Snake Charmer
7. Godfather
8. Mezepheles
9. Pixie
10. Chef
11. Grandmother
12. D — Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS



**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.



**Gunslinger**

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



**Harlot**

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



**Scapegoat**

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

## OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Snake Charmer
4. Monk
5. Mezepheles
6. Lunatic
7. Po
8. Assassin
9. Godfather
10. Gossip
11. Barber
12. Farmer
13. Tinker
14. Moonchild
15. Grandmother
16. Undertaker
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

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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  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

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  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

8  **Mezepheles**
Show the Mezepheles their secret word.

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

10  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

11  **Grandmother**
Show the marked character token. Point to the marked player.

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

3 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

5 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

7 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

8 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

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

11 **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.

12 **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.

13 **Tinker**
The Tinker might die.

14 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

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

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