# One Mosh Cat Pit 2.0 v2.0.0 *by Jams & Ben*

Djinn

## TOWNSFOLK



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



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



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



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



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Flowergirl
Each night*, you learn if a Demon voted today.



### 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.



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



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



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

## OUTSIDER



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



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



### Mutant
If you are "mad" about being an Outsider, you might be executed.



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

## MINION



### 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]



### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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

## DEMON



### 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]



### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Pixie
7. Amnesiac
8. Chef
9. Butler
10. Balloonist
11. Spy
12. General
13. Mathematician
14. Dawn

## FABLED, JINXES & LORIC

**Cannibal & Butler**
If the Cannibal gains the Butler ability, the Cannibal learns this.

**Mathematician & Drunk**
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

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

**Mathematician & Marionette**
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Scarlet Woman
5. Legion
6. Vigormortis
7. Amnesiac
8. Ravenkeeper
9. Flowergirl
10. Balloonist
11. Butler
12. Spy
13. General
14. Mathematician
15. 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  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

7  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

10  **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.

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

12  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

13  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

14 D **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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

5 **Legion**
Choose 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 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

9 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

10 **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.

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

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

13 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

14 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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