Be-hind-u (teensy) v1.0.0 *by stuart ᗤŽ*

Sentinel Hindu

TOWNSFOLK

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

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

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

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

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

OUTSIDER

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

Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION

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

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON

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

Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Poisoner
6. Devil's Advocate
7. Balloonist
8. Chambermaid
9. D — Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

LORIC

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

RECOMMENDED TRAVELLERS

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

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

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Deviant
If you were funny today, you cannot die by exile.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Poisoner
4. Devil's Advocate
5. Imp
6. Ravenkeeper
7. Balloonist
8. Chambermaid
9. 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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		**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.
8		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
9	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		**Sailor** The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		**Poisoner** The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		**Devil's Advocate** The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		**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.
6		**Ravenkeeper** If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
7		**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.
8		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
9	D	**Dawn** Wait for a few seconds. End the Night Phase.