I Think When He's Drinking He's Drowning Some Riot v1.0.0 by Autonomous Ace

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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.



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

OUTSIDER



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

DEMON



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

I Think When He's Drinking He's Drowning Some Riot — by Autonomous Ace

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Damsel
5. Washerwoman
6. Noble
7. Dawn

FABLED, JINXES & LORIC

Riot & Ravenkeeper

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot & Mayor

The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Damsel
3. Moonchild
4. Ravenkeeper
5. 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

I Think When He's Drinking He's Drowning Some Riot — by Autonomous Ace

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 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

5 
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

6 
Noble
Point to 3 players including one evil player, in no particular order.

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

Other Nights

I Think When He's Drinking He's Drowning Some Riot — by Autonomous Ace

1 D **Dusk**
Start the Night Phase.

2  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

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

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