Styx and Stones v1.0.0 *by Mevolas Rubenido*

Ferryman Djinn

TOWNSFOLK



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Balloonist

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



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.



Drunk

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

MINION



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. King
5. Widow
6. Balloonist
7. D — Dawn

FABLED, JINXES & LORIC

Recluse & Sage
The Recluse might register as the Demon to the Sage.

FABLED

Ferryman
On the final day, all dead players regain their vote token.

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

OTHER NIGHTS

1. D — Dusk
2. Zombuul
3. Sage
4. Choirboy
5. Ravenkeeper
6. Balloonist
7. King
8. 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5  **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

6  **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.

7 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  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

3  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

4  **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

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

6  **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.

7  **King**
If there are more dead than living, show the King a character token of a living player.

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