# A Battery of Experiments v1.0.0 *by friendly ST*

Djinn

## TOWNSFOLK



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



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



### Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



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



### Knight
You start knowing 2 players that are not the Demon.



### Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



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

## OUTSIDER



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



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



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



### Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

## DEMON



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



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### 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. Dusk
2. Minion Info
3. Demon Info
4. King
5. Godfather
6. Cerenovus
7. Huntsman
8. Damsel
9. Chef
10. Empath
11. Dawn

## FABLED, JINXES & LORIC



**Summoner & Zombuul**

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.



**Cerenovus & Goblin**

The Cerenovus may choose to make a player mad that they are the Goblin.

### FABLED



**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Cerenovus
4. Imp
5. Zombuul
6. No Dashii
7. Godfather
8. Gossip
9. Choirboy
10. Huntsman
11. Damsel
12. Empath
13. King
14. 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  **Godfather**
Show each of the Outsider tokens in play.

6  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

7  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

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

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

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

3 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

4 **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.

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

6 **No Dashii**
The No Dashii points to a player. That player dies.

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

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

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

10 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

12 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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

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