On a Rain-Slick Precipice v1.1.0 *by Coco*

Sentinel

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



Undertaker
Each night*, you learn which character died by execution today.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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.



Pacifist
Executed good players might not die.



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

OUTSIDER



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Tinker
You might die at any time.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Sweetheart
When you die, 1 player is drunk from now on.

MINION



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



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



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



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



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

DEMON



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



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



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

On a Rain-Slick Precipice — by Coco

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lunatic
6. Marionette
7. Lleech
8. Godfather
9. Devil's Advocate
10. Pukka
11. Librarian
12. Clockmaker
13. Dreamer
14. Noble
15. Chambermaid
16. Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Devil's Advocate
4. Scarlet Woman
5. Lunatic
6. Pukka
7. Vigormortis
8. Lleech
9. Godfather
10. Sweetheart
11. Tinker
12. Ravenkeeper
13. Undertaker
14. Dreamer
15. Flowergirl
16. Chambermaid
17. 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 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6 **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.

7 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

8 **Godfather**
Show each of the Outsider tokens in play.

9 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

10 **Pukka**
The Pukka points to a player. That player is poisoned.

11 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

12 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

13 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

15 **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.

16 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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

5 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

6 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

7 **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.

8 **Lleech**
The Lleech points to a player. That player dies.

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

10 **Sweetheart**
Choose a player that is drunk.

11 **Tinker**
The Tinker might die.

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

13 **Undertaker**
If a player was executed today: Show that player's character token.

14 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

16 **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.

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