# aTENSION PIE v1.0.0 *by 3R17*

Djinn

## TOWNSFOLK



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



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



### Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



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



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



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



### Soldier
You are safe from the Demon.



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



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



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



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDER



### Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



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



### Mutant
If you are "mad" about being an Outsider, you might be executed.

## MINION



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



### Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



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



### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Evil Twin
6. Pixie
7. Washerwoman
8. Librarian
9. Butler
10. Grandmother
11. Dawn

## FABLED, JINXES & LORIC

**Butler & Organ Grinder**

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Scarlet Woman
3. Legion
4. Imp
5. Choirboy
6. Grandmother
7. Ravenkeeper
8. Undertaker
9. King
10. Butler
11. 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  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

6  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

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

9  **Butler**
The Butler points to a player. Mark that player as 'Master'.

10  **Grandmother**
Show the marked character token. Point to the marked player.

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

3 **Legion**
Choose a player, that player dies.

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

6 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

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

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

10 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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