Buried Poison v1.0.0 *by Blackvision*

Sentinel Toymaker Djinn

TOWNSFOLK



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



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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



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



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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

OUTSIDER



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



Tinker
You might die at any time.



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



Wraith
You may choose to open your eyes at night. You wake when other evil players do.



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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.



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Sailor
6. Marionette
7. Lil' Monsta
8. Lleech
9. Witch
10. Pixie
11. Seamstress
12. Leviathan
13. Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Leviathan & Monk
If the Leviathan nominates and executes the Monk-protected player, good wins.

Lleech & Slayer
If the Slayer slays the Lleech host, the host dies.

Leviathan & Mayor
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Boffin & Drunk
The Demon cannot have the Drunk ability.

Leviathan & Exorcist
If the Leviathan nominates and executes the Exorcist-chosen player, good wins.

Leviathan & Innkeeper
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

Boffin & Goon
If the Demon has the Goon ability, they can't turn good due to this ability.

Marionette & Lil' Monsta
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

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

Toymaker
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Innkeeper
5. Monk
6. Witch
7. Exorcist
8. Lycanthrope
9. Lleech
10. Lil' Monsta
11. Tinker
12. Seamstress
13. Leviathan
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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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. **Lil' Monsta**
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8. **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
9. **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
10. **Pixie**
    Show the Pixie 1 in-play Townsfolk character token.
11. **Seamstress**
    The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
12. **Leviathan**
    Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
13. **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		**Sailor** The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
4		**Innkeeper** The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		**Monk** The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
6		**Witch** If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
7		**Exorcist** The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
8		**Lycanthrope** The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
9		**Lleech** The Lleech points to a player. That player dies.
10		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
11		**Tinker** The Tinker might die.
12		**Seamstress** If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
13		**Leviathan** Change the Leviathan Day reminder for the next day.
14	D	**Dawn** Wait for a few seconds. End the Night Phase.