As You Were v1.0.0 *by Mevolas Rubenido*

Sentinel

TOWNSFOLK



Steward
You start knowing 1 good player.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



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



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

OUTSIDER



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.

MINION



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



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

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]

Quick Reference

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FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Philosopher
5. Lleech
6. General
7. (D) Dawn

FABLED, JINXES & LORIC

FABLED



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

OTHER NIGHTS

1. (D) Dusk
2. Philosopher
3. Monk
4. Vigormortis
5. Lleech
6. Sweetheart
7. General
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 

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 

Lleech

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

6 

General

Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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  **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  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4  **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.

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

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

7  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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