Low Stakes v1.0.1 *by crayon*

Buddhist · Djinn · Fibbin · Toymaker

TOWNSFOLK



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



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



Town Crier
Each night*, you learn if a Minion nominated today.



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.



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



Soldier
You are safe from the Demon.



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



Alchemist
You have a not-in-play Minion ability.



Pacifist
Executed good players might not die.



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

OUTSIDER



Snitch
Minions start knowing 3 not-in-play characters.



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



Tinker
You might die at any time.



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

MINION



Baron
There are extra Outsiders in play. [+2 Outsiders]



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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



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

DEMON



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



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. Alchemist
6. Snitch
7. King
8. Marionette
9. Preacher
10. Lil' Monsta
11. Butler
12. Leviathan
13. Dawn

FABLED, JINXES & LORIC

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

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

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

Leviathan & Ravenkeeper
Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Leviathan & Soldier
If the Leviathan nominates and executes the Soldier, good wins.

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

Alchemist & Mastermind
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

Summoner & Preacher
If the living Summoner has no ability, the Storyteller has the Summoner ability.

Leviathan & King
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

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

FABLED

Buddhist
For the first 2 minutes of each day, veteran players may not talk.

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

Fibbin
Once per game, 1 good player might get incorrect information.

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

RECOMMENDED TRAVELLERS

Bishop
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

Deviant
If you were funny today, you cannot die by exile.

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Preacher
4. Monk
5. Exorcist
6. Lil' Monsta
7. Tinker
8. Ravenkeeper
9. Flowergirl
10. Town Crier
11. King
12. Butler
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 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

6  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

7  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

8  **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.

9  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

10  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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

12  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

13 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  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

5  **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.

6  **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.

7  **Tinker**
The Tinker might die.

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

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

10  **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

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

13  **Leviathan**
Change the Leviathan Day reminder for the next day.

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