# The Irish Italian Job v1.0.0 *by Wolfish Grin*

Knaves

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Chef**
You start knowing how many pairs of evil players there are.



**Investigator**
You start knowing that 1 of 2 players is a particular Minion.



**Empath**
Each night, you learn how many of your 2 alive neighbours are evil.



**Mathematician**
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



**Fortune Teller**
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



**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.



**Artist**
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



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



**Tea Lady**
If both your alive neighbours are good, they can't die.

## OUTSIDER



**Golem**
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



**Moonchild**
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



**Saint**
If you die by execution, your team loses.



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

## MINION



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



**Goblin**
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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



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

## DEMON



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



**Lord of Typhon**
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

*The Irish Italian Job — by Wolfish Grin*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Devil's Advocate
5. Investigator
6. Chef
7. Empath
8. Fortune Teller
9. Seamstress
10. Mathematician
11. Dawn

## FABLED, JINXES & LORIC

### LORIC

**Knaves**

There are 2 Storytellers: one lies & one tells the truth. Once per game, at dusk, they might switch.

## OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. Scarlet Woman
4. Lycanthrope
5. Imp
6. Moonchild
7. Ravenkeeper
8. Empath
9. Fortune Teller
10. Undertaker
11. Seamstress
12. Mathematician
13. 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

*The Irish Italian Job — by Wolfish Grin*

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

5  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

6  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

7  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

8  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

9  **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.

10  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

# Other Nights

*The Irish Italian Job — by Wolfish Grin*

1 D **Dusk**
Start the Night Phase.

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

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

4 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5 **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.

6 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

8 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

9 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

11 **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.

12 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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