Banquet Receiving Line v2.0.0 *by LivFreeOrPie / Bill Pz*

Djinn Sentinel Toymaker

TOWNSFOLK

Philosopher

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

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.

Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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.

OUTSIDER

Butler

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

Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION

Marionette

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

Scarlet Woman

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

DEMON

Imp

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

Quick Reference

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FIRST NIGHT

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

FABLED, JINXES & LORIC

Cannibal & Butler
If the Cannibal gains the Butler ability, the Cannibal learns this.

FABLED

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

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.

OTHER NIGHTS

1. (D) Dusk
2. Philosopher
3. Scarlet Woman
4. Imp
5. Butler
6. (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
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.

6
Butler
The Butler points to a player. Mark that player as 'Master'.

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

Scarlet Woman

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

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

Butler

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

6 D

Dawn

Wait for a few seconds. End the Night Phase.