# What Side You On? v1.0.0 *by Thomas*

## TOWNSFOLK



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



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



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



### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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



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



### Pacifist
Executed good players might not die.



### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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

## OUTSIDER



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



### 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.



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



### Plague Doctor
When you die, the Storyteller gains a Minion ability.

## MINION



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

## DEMON



### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# Quick Reference

*What Side You On? — by Thomas*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Sailor
6. Poisoner
7. Godfather
8. Pixie
9. Amnesiac
10. Chef
11. Empath
12. Seamstress
13. Bounty Hunter
14. Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS



**Gnome**

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Gambler
6. Monk
7. Legion
8. Godfather
9. Sweetheart
10. Amnesiac
11. Empath
12. Seamstress
13. Bounty Hunter
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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6  **Poisoner**
The Poisoner points to a player. That player is poisoned.

7  **Godfather**
Show each of the Outsider tokens in play.

8  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

9  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

12  **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.

13  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

14 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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

7 **Legion**
Choose a player, that player dies.

8 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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