Who Drank The Poison? v1.0.1 *by Thomassaurus*

Djinn

TOWNSFOLK

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

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

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

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.

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

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

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

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

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

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

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

Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER

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

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

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

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

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

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.

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

Who Drank The Poison? — by Thomassaurus

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Marionette
6. Preacher
7. Lleech
8. Poisoner
9. Widow
10. Snake Charmer
11. Pukka
12. Empath
13. Fortune Teller
14. Clockmaker
15. Seamstress
16. Bounty Hunter
17. Nightwatchman
18. Mathematician
19. Dawn

FABLED, JINXES & LORIC

Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Preacher
3. Poisoner
4. Snake Charmer
5. Lunatic
6. Exorcist
7. Pukka
8. No Dashii
9. Lleech
10. Acrobat
11. Barber
12. Empath
13. Fortune Teller
14. Undertaker
15. Seamstress
16. Bounty Hunter
17. Nightwatchman
18. Mathematician
19. 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

Who Drank The Poison? — by Thomassaurus

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 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

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 **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.

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

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

9 **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

10 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

11 **Pukka**
The Pukka points to a player. That player is poisoned.

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

13 **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.

14 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

15 **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.

16 **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.

17 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

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

Other Nights

Who Drank The Poison? — by Thomassaurus

1 **Dusk**
Start the Night Phase.

2 **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.

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

4 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

5 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

6 **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.

7 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8 **No Dashii**
The No Dashii points to a player. That player dies.

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

10 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

11 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

13 **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.

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

15 **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.

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

17 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

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