# Three minute warning 2.3 v2.3.0 *by Aten*

Djinn

## TOWNSFOLK



### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



### Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



### Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



### Oracle
Each night*, you learn how many dead players are evil.



### Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



### 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.



### Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



### Tinker
You might die at any time.

## MINION



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



### Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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



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

## DEMON



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



### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



### 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.



### 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. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Lleech
7. Godfather
8. Devil's Advocate
9. Washerwoman
10. Grandmother
11. Cult Leader
12. Dawn

## FABLED, JINXES & LORIC

**Summoner & Hatter**

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

**Summoner & Zombuul**

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Innkeeper
4. Devil's Advocate
5. Imp
6. Zombuul
7. No Dashii
8. Lleech
9. Godfather
10. Gossip
11. Choirboy
12. Tinker
13. Grandmother
14. Flowergirl
15. Oracle
16. King
17. Cult Leader
18. 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

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

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

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

9  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

10  **Grandmother**
Show the marked character token. Point to the marked player.

11  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

# Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **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.
3. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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. **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
7. **No Dashii**
   The No Dashii points to a player. That player dies.
8. **Lleech**
   The Lleech points to a player. That player dies.
9. **Godfather**
   If an Outsider died today: The Godfather points to a player. That player dies.
10. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11. **Choirboy**
    If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
12. **Tinker**
    The Tinker might die.
13. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
14. **Flowergirl**
    Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
15. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
16. **King**
    If there are more dead than living, show the King a character token of a living player.
17. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.