The Mad Ravings of a Cynical 8 Year Old v1.5.0

by Avery & sabenite (and Walter)

Sentinel

TOWNSFOLK

Knight
You start knowing 2 players that are not the Demon.

Noble
You start knowing 3 players, 1 and only 1 of which is evil.

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

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

Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

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

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

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

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.

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

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

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

OUTSIDER

Tinker
You might die at any time.

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

Recluse
You might register as evil & as a Minion or Demon, even if dead.

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

MINION

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

Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

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

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

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

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.

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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. Lleech
5. Poisoner
6. Snake Charmer
7. Devil's Advocate
8. Empath
9. Grandmother
10. Dreamer
11. Noble
12. Nightwatchman
13. Spy
14. Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Snake Charmer
5. Monk
6. Devil's Advocate
7. Imp
8. Po
9. Lleech
10. Assassin
11. Gossip
12. Tinker
13. Moonchild
14. Grandmother
15. Empath
16. Undertaker
17. Dreamer
18. Oracle
19. Nightwatchman
20. Spy
21. 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
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

5
Poisoner
The Poisoner points to a player. That player is poisoned.

6
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.

7
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

9
Grandmother
Show the marked character token. Point to the marked player.

10
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11
Noble
Point to 3 players including one evil player, in no particular order.

12
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.

13
Spy
Show the Grimoire to the Spy for as long as they need.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

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

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

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

7 **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.

8 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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

10 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

11 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

12 **Tinker**
The Tinker might die.

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

14 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

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

17 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

18 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

19 **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.

20 **Spy**
Show the Grimoire to the Spy for as long as they need.

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