

# Shirethic Meck

by Kaden



## TOWNSFOLK



### Investigator

You start knowing that 1 of 2 players is a particular Minion.



### Undertaker

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



### Monk

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



### Seamstress

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



### Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



### Sage

If the Demon kills you, you learn that it is 1 of 2 players.



### Tea Lady

If both your alive neighbors are good, they can't die.



### Flowergirl

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

## OUTSIDERS



### Lunatic

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



### 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.

### Sweetheart

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

## MINIONS



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



### Spy

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



### Assassin

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

## DEMONS



### Pukka

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



### Imp

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



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### No Dashi

Each night\*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.

**Djinn**

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



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



The Mathematician might learn if the Drunk's ability yielded false info or failed to work properly.



The Recluse might register as the Demon to the Sage.

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

**Dusk**

Start the Night Phase.

**Minion Info**

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Lunatic**

If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

**Demon Info**

If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Poisoner**

The Poisoner chooses a player. ●

**Godfather**

Show the character tokens of all in-play Outsiders.

**Pukka**

The Pukka chooses a player. ●

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**Empath**

Give a finger signal.

**Grandmother**

Point to the grandchild player & show their character token.

**Clockmaker**

Give a finger signal.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ●

**Spy**

Show the Grimoire for as long as the Spy needs.

**Mathematician**

Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Poisoner**

The Poisoner chooses a player. ●

**Monk**

The Monk chooses a player. ●

**Lunatic**

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

**Imp**

The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.

**Pukka**

The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●

**Fang Gu**

The Fang Gu chooses a player. ● If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●

**No Dashii**

The No Dashii chooses a player. ●

**Assassin**

The Assassin might choose a player. ● ●

**Godfather**

If an Outsider died today, the Godfather chooses a player. ●

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ●

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Flowergirl**

Either nod or shake your head.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ●

**Spy**

Show the Grimoire for as long as the Spy needs.

**Mathematician**

Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.