

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.



Clockmaker

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



Grandmother

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Empath

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



Mathematician

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



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.

MINIONS



Godfather

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



Devil's Advocate

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

DEMONS



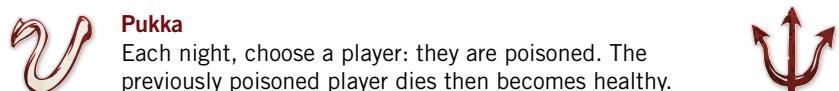
Pukka

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



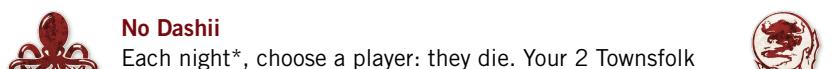
No Dashi

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



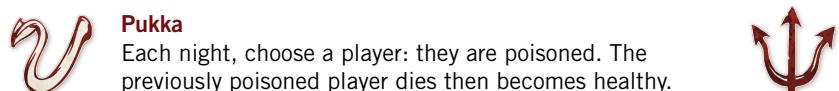
Spy

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



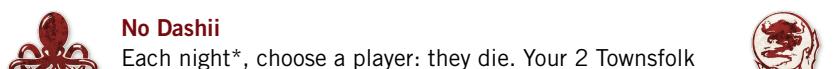
Assassin

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



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]

**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 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.

**Godfather**

Show the character tokens of all in-play Outsiders.

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**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.

**Innkeeper**

The Innkeeper chooses 2 players. ● ● ●

**Devil's Advocate**

The Devil's Advocate chooses a living 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.

**Moonchild**

If the Moonchild is due to kill a good player, they die. ●

**Grandmother**

If the grandmother 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.