Let's Have a Feast v1.0.0 *by JSC*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



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



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



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

OUTSIDER



Mutant
If you are "mad" about being an Outsider, you might be executed.



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

MINION



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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

Quick Reference

Let's Have a Feast — by JSC

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Courtier
6. Pixie
7. Butler
8. Nightwatchman
9. Dawn

FABLED, JINXES & LORIC

Vizier & Courtier
If the Vizier loses their ability, they learn this, and cannot die during the day.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Courtier
4. Innkeeper
5. Shabaloth
6. Po
7. Sweetheart
8. Professor
9. Oracle
10. Nightwatchman
11. Butler
12. 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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

6  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

7  **Butler**
The Butler points to a player. Mark that player as 'Master'.

8  **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.

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

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

4  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

6  **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

7  **Sweetheart**
Choose a player that is drunk.

8  **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

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

10  **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.

11  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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