Endgame v1.0.0 *by Mateo Price*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



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



Town Crier
Each night*, you learn if a Minion nominated today.



Pacifist
Executed good players might not die.

OUTSIDER



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



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



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

DEMON



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Devil's Advocate
5. Empath
6. Clockmaker
7. Leviathan
8. Dawn

FABLED, JINXES & LORIC

Summoner & Clockmaker

The Summoner registers as the Demon to the Clockmaker.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. Moonchild
4. Empath
5. Flowergirl
6. Town Crier
7. Leviathan
8. 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  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

6  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

7  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

8 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		**Devil's Advocate** The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
3		**Moonchild** If the Moonchild used their ability to target a player today: If that player is good, they die.
4		**Empath** Show the finger signal (0, 1, 2) for the number of evil neighbours.
5		**Flowergirl** Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
6		**Town Crier** Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
7		**Leviathan** Change the Leviathan Day reminder for the next day.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.