Things that Slither and Slink v1.0.0 *by Loonicy*

Djinn

TOWNSFOLK

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

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

Steward
You start knowing 1 good player.

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

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

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

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.

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER

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

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

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

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

MINION

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Baron
There are extra Outsiders in play. [+2 Outsiders]

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON

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

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

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Things that Slither and Slink — by Loonicy

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Snake Charmer
6. Witch
7. Cerenovus
8. Mezepheles
9. Pukka
10. Pixie
11. Amnesiac
12. Empath
13. Nightwatchman
14. Spy
15. Chambermaid
16. Leviathan
17. Dawn

FABLED, JINXES & LORIC

Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Gambler
3. Snake Charmer
4. Witch
5. Cerenovus
6. Mezepheles
7. Pukka
8. Vigormortis
9. Gossip
10. Sweetheart
11. Amnesiac
12. Moonchild
13. Empath
14. Town Crier
15. Nightwatchman
16. Spy
17. Chambermaid
18. Leviathan
19. 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

Things that Slither and Slink — by Loonicy

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 **Magician**

5 **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.

6 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8 **Mezepheles**
Show the Mezepheles their secret word.

9 **Pukka**
The Pukka points to a player. That player is poisoned.

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

11 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

13 **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.

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

15 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

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

Other Nights

Things that Slither and Slink — by Loonicy

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

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

3 **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.

4 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

7 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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

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

11 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

14 **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).

15 **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.

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

17 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

18 **Leviathan**
Change the Leviathan Day reminder for the next day.

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