# Alternate Wind Conditions v1.2.0 *by Mevolas Rubenido*

Sentinel

## TOWNSFOLK



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



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



### Saint
If you die by execution, your team loses.



### Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



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



### Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

## DEMON



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



### Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Dreamer
6. Dawn

## FABLED, JINXES & LORIC

### FABLED

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

## OTHER NIGHTS

1. Dusk
2. Vortox
3. Dreamer
4. Oracle
5. 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  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

5  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

6 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 **Vortox**
The Vortox points to a player. That player dies.

3 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

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