Test_characters_2 v1.0.0 *by Json*

Hell's Librarian · Djinn

TOWNSFOLK



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



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



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



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



Pacifist
Executed good players might not die.

OUTSIDER



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



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

MINION



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



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



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



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

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

Test_characters_2 — by Json

FIRST NIGHT

1 D Dusk
2 M Minion Info
3 D Demon Info
4 Magician
5 Lunatic
6 King
7 Marionette
8 Lil' Monsta
9 Lleech
10 Godfather
11 Mezepheles
12 Huntsman
13 Librarian
14 Investigator
15 Fortune Teller
16 Grandmother
17 Noble
18 Nightwatchman
19 General
20 Mathematician
21 Leviathan
22 D Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Magician
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Leviathan & Monk
If the Leviathan nominates and executes the Monk-protected player, good wins.

Leviathan & Mayor
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Leviathan & Grandmother
If the Leviathan is in play and the Grandchild dies by execution, evil wins.

Leviathan & Innkeeper
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

Legion & Minstrel
If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

Mathematician & Lunatic
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

Heretic & Godfather
Only 1 jinxed character can be in play.

Lleech & Mastermind
If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Leviathan & King
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

Marionette & Huntsman
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Mathematician & Marionette
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

Magician & Marionette
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

Marionette & Lil' Monsta
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Heretic & Lleech
Only 1 jinxed character can be in play.

Magician & Legion
If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED

Hell's Librarian
Something bad might happen to whoever talks when the Storyteller has asked for silence.

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

RECOMMENDED TRAVELLERS

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

OTHER NIGHTS

1 D Dusk
2 Innkeeper
3 Gambler
4 Monk
5 Mezepheles
6 Lunatic
7 Lycanthrope
8 Legion
9 Imp
10 No Dashii
11 Lleech
12 Lil' Monsta
13 Godfather
14 Gossip
15 Huntsman
16 Moonchild
17 Grandmother
18 Fortune Teller
19 Flowergirl
20 Oracle
21 Juggler
22 King
23 Nightwatchman
24 General
25 Mathematician
26 Leviathan
27 D Dawn



Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

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  **Magician**

5  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7  **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.

8  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

10  **Godfather**
Show each of the Outsider tokens in play.

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

12  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

13  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

14  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

15  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

16  **Grandmother**
Show the marked character token. Point to the marked player.

17  **Noble**
Point to 3 players including one evil player, in no particular order.

18  **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.

19  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

20  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

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

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 **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.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

7 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8 **Legion**
Choose a player, that player dies.

9 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

10 **No Dashii**
The No Dashii points to a player. That player dies.

11 **Lleech**
The Lleech points to a player. That player dies.

12 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

13 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

15 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

17 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

18 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

19 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

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

21 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

22 **King**
If there are more dead than living, show the King a character token of a living player.

23 **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.

24 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

25 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

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