# Hallowed Ground v5.0.0 *by Mobilefish*

Storm Catcher Djinn

## TOWNSFOLK

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

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

### Chef
You start knowing how many pairs of evil players there are.

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

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

### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

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

### Engineer
Once per game, at night, choose which Minions or which Demon is in play.

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

### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

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

## OUTSIDER

### Snitch
Minions start knowing 3 not-in-play characters.

### Recluse
You might register as evil & as a Minion or Demon, even if dead.

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

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

## MINION

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

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

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

### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

## DEMON

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

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

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

### 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. Poppy Grower
5. Snitch
6. Engineer
7. Lil' Monsta
8. Snake Charmer
9. Godfather
10. Cerenovus
11. Mezepheles
12. Pixie
13. Amnesiac
14. Chef
15. Seamstress
16. Noble
17. Dawn

## FABLED, JINXES & LORIC

**Legion & Engineer**

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

**Lil' Monsta & Poppy Grower**

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

### FABLED

**Djinn**

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

### LORIC

**Storm Catcher**

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Engineer
4. Gambler
5. Snake Charmer
6. Monk
7. Cerenovus
8. Mezepheles
9. Legion
10. No Dashii
11. Vortox
12. Lil' Monsta
13. Assassin
14. Godfather
15. Amnesiac
16. Seamstress
17. 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 **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

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

8 **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.

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

10 **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.

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

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

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

14 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

15 **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

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

# Other Nights

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | | **Poppy Grower**<br>If the Poppy Grower has died, show the Minions/Demon who each other are. |
| 3 | | **Engineer**<br>The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens. |
| 4 | | **Gambler**<br>The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies. |
| 5 | | **Snake Charmer**<br>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 | | **Monk**<br>The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'. |
| 7 | | **Cerenovus**<br>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**<br>Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal. |
| 9 | | **Legion**<br>Choose a player, that player dies. |
| 10 | | **No Dashii**<br>The No Dashii points to a player. That player dies. |
| 11 | | **Vortox**<br>The Vortox points to a player. That player dies. |
| 12 | | **Lil' Monsta**<br>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 | | **Assassin**<br>If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies. |
| 14 | | **Godfather**<br>If an Outsider died today: The Godfather points to a player. That player dies. |
| 15 | | **Amnesiac**<br>If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 16 | | **Seamstress**<br>If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment. |
| 17 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |