# Best Buddies v2.0.0 *by Cam*

Toymaker Djinn

## TOWNSFOLK



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



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



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



**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.



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



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



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



**Exorcist**
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



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



**Tea Lady**
If both your alive neighbours are good, they can't die.



**Sage**
If the Demon kills you, you learn that it is 1 of 2 players.



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

## OUTSIDER



**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.



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



**Damsel**
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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



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

## MINION



**Poisoner**
Each night, choose a player: they are poisoned tonight and tomorrow day.



**Harpy**
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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

## DEMON



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



**Fang Gu**
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Poisoner
6. Huntsman
7. Damsel
8. Librarian
9. Chef
10. Fortune Teller
11. Seamstress
12. Dawn

## FABLED, JINXES & LORIC

**Recluse & Sage**

The Recluse might register as the Demon to the Sage.

### FABLED

**Toymaker**

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Monk
5. Exorcist
6. Lycanthrope
7. Imp
8. Fang Gu
9. Sage
10. Huntsman
11. Damsel
12. Fortune Teller
13. Flowergirl
14. Seamstress
15. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

6  **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.

7  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

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

10  **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.

11  **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.

12 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  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

5  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

7  **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.

8  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

10  **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.

11  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

12  **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.

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

14  **Seamstress**
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.

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