# Don't Tap the Glass v1.0.0 *by Emi*

Djinn

## TOWNSFOLK

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

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

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

### Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

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

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

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

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

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

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

### Soldier
You are safe from the Demon.

### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

### 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.

### Tinker
You might die at any time.

### 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

### 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.

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

### Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON

### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

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

### Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. King
6. Godfather
7. Cerenovus
8. Pukka
9. Pixie
10. Noble
11. General
12. D — Dawn

## FABLED, JINXES & LORIC

**Yaggababble & Exorcist**

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

**Cerenovus & Goblin**

The Cerenovus may choose to make a player mad that they are the Goblin.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Cerenovus
3. Scarlet Woman
4. Exorcist
5. Pukka
6. Po
7. Godfather
8. Choirboy
9. Tinker
10. Moonchild
11. Town Crier
12. King
13. General
14. D — 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 | | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 6 | | **Godfather**<br>Show each of the Outsider tokens in play. |
| 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 | | **Pukka**<br>The Pukka points to a player. That player is poisoned. |
| 9 | | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 10 | | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 11 | | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 12 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 **Dusk**
Start the Night Phase.

2 **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.

3 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

4 **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.

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

6 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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

8 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

9 **Tinker**
The Tinker might die.

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

11 **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).

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

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

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