Beardy Birthday Party v1.0.0 by WizardCritter

Djinn

TOWNSFOLK



Chef

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



Grandmother

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Juggler

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



Minstrel

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



Magician

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

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Drunk

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

MINION



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Poisoner

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

DEMON



Pukka

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



Imp

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Poisoner
6. Pukka
7. Chef
8. Butler
9. Grandmother
10. Balloonist
11. Spy
12. Dawn

FABLED, JINXES & LORIC

Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Imp
4. Pukka
5. Grandmother
6. Juggler
7. Balloonist
8. Butler
9. Spy
10. 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  **Magician**

5  **Poisoner**
The Poisoner points to a player. That player is poisoned.

6  **Pukka**
The Pukka points to a player. That player is poisoned.

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

8  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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

10  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

11  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

3  **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.

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

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

6  **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.

7  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

8  **Butler**
The Butler points to a player. Mark that player as 'Master'.

9  **Spy**
Show the Grimoire to the Spy for as long as they need.

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