Monkeys with Bazookas v1.0.0 *by KrullenMark*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



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



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



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



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

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.

MINION



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Engineer
6. Damsel
7. Amnesiac
8. Clockmaker
9. Dreamer
10. Chambermaid
11. Dawn

FABLED, JINXES & LORIC

Cannibal & butler

If the Cannibal gains the Butler ability, the Cannibal learns this.

Cannibal & juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Cannibal & zealot

If the Cannibal gains the Zealot ability, the Cannibal learns this.

Cannibal & Poppy Grower

If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.

Heretic & godfather

Only 1 jinxed character can be in play.

Heretic & baron

The Baron might only add 1 Outsider, not 2.

Heretic & pithag

A Pit-Hag cannot create a Heretic.

Heretic & spy

Only 1 jinxed character can be in play.

Heretic & widow

Only 1 jinxed character can be in play.

Heretic & lleech

If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.

Heretic & Boffin

The Demon cannot have the Heretic ability.

Plague Doctor & eviltwin

The Storyteller cannot gain the Evil Twin ability if the Plague Doctor dies.

Plague Doctor & fearmonger

If the Plague Doctor dies, a living Minion gains the Fearmonger ability in addition to their own ability, and learns this.

Plague Doctor & goblin

If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.

Plague Doctor & spy

If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.

Plague Doctor & scarletwoman

If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.

Plague Doctor & boomdandy

If the Plague Doctor is executed and the Storyteller would gain the Boomdandy ability, the Boomdandy ability triggers immediately.

Plague Doctor & baron

If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.

Plague Doctor & marionette

If the Demon has a neighbor who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.

Mastermind & alhadikhia

If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Engineer
4. Monk
5. Lycanthrope
6. Shabaloth
7. Po
8. Vortox
9. Damsel
10. Amnesiac
11. Dreamer
12. Chambermaid
13. Dawn

Boffin & cultleader

If the Demon has the Cult Leader ability, they can't turn good due to this ability.

Boffin & goon

If the Demon has the Goon ability, they can't turn good due to this ability.

Boffin & ogre

The Demon cannot have the Ogre ability.

Boffin & politician

The Demon cannot have the Politician ability.

Boffin & drunk

If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead.

Boffin & alchemist

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Boffin & villageidiot

If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Vortox & banshee

If the Vortox is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.

FABLED

Djinn

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

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		**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.
6		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
7		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
9		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
11	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 **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.

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

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

6 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

7 **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

8 **Vortox**
The Vortox points to a player. That player dies.

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

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

11 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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