Candyland v7.0.0 *by Natlove*

Sentinel

TOWNSFOLK



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.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk 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.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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.



Oracle
Each night*, you learn how many dead players are evil.



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



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]



Alchemist
You have a not-in-play Minion ability.

OUTSIDER



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



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.

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.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Snitch
6. King
7. Lil' Monsta
8. Poisoner
9. Witch
10. Cerenovus
11. Fearmonger
12. Pixie
13. Huntsman
14. Damsel
15. Chef
16. Empath
17. Seamstress
18. Noble
19. Bounty Hunter
20. Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

RECOMMENDED TRAVELLERS

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Butcher
Each day, after the 1st execution, you may nominate again.

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Witch
4. Cerenovus
5. Fearmonger
6. Lil' Monsta
7. Huntsman
8. Damsel
9. Empath
10. Town Crier
11. Oracle
12. Seamstress
13. King
14. Bounty Hunter
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 **Alchemist**
Show the Alchemist a not-in-play Minion token

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 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

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

9 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

13 **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.

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

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

16 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

17 **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.

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

19 **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

Other Nights

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1 **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 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4 **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.

5 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

6 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

7 **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.

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

9 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

10 **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).

11 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

12 **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.

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

14 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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