The Off Switch v1.0.0 *by Adge*

Djinn

TOWNSFOLK

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.)

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.

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

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

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

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

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

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

Farmer
If you die at night, an alive good player becomes a Farmer.

Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER

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

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

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

Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION

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

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.

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

DEMON

Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

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

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

The Off Switch — by Adge

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Witch
5. Pixie
6. Librarian
7. Chef
8. Butler
9. Dreamer
10. Spy
11. General
12. D — Dawn

FABLED, JINXES & LORIC

Vortox & Banshee

If the Vortox kills the Banshee, all players learn that the Banshee has died.

Cannibal & Butler

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

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Witch
3. Fang Gu
4. Vortox
5. Farmer
6. Dreamer
7. Oracle
8. Butler
9. Spy
10. General
11. 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** 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		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
5		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
6		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
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		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		**Spy** Show the Grimoire to the Spy for as long as they need.
11		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
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		**Witch** If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
3		**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.
4		**Vortox** The Vortox points to a player. That player dies.
5		**Farmer** If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
6		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
7		**Oracle** Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
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		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
11	D	**Dawn** Wait for a few seconds. End the Night Phase.