French Revolution v1.0.0 *by Agnewkidjr*

Djinn

TOWNSFOLK



Flowergirl
Each night*, you learn if a Demon voted today.



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



Undertaker
Each night*, you learn which character died by execution today.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



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



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



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Pacifist
Executed good players might not die.

OUTSIDER



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Saint
If you die by execution, your team loses.



Zealot
If there are 5 or more players alive, you must vote for every nomination.

MINION



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



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



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

French Revolution — by Agnewkidjr

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Witch
6. Fearmonger
7. Butler
8. Dawn

FABLED, JINXES & LORIC

Cannibal & Princess
If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

Riot & Banshee
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

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

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

Butler & Organ Grinder
If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

Riot & Mayor
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

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

Riot & Exorcist
If Riot nominates and executes the Exorcist-chosen player, good wins.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Gambler
3. Witch
4. Fearmonger
5. Exorcist
6. Zombuul
7. Vortox
8. Lleech
9. Undertaker
10. Flowergirl
11. Town Crier
12. Butler
13. 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

French Revolution — by Agnewkidjr

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		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
5		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
6		**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.
7		**Butler** The Butler points to a player. Mark that player as 'Master'.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

French Revolution — by Agnewkidjr

1 D **Dusk**
Start the Night Phase.

2 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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 **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.

5 **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.

6 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

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

9 **Undertaker**
If a player was executed today: Show that player's character token.

10 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

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

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