Amendment XXI v1.2.0 *by Bees*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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

OUTSIDER



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



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.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



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

Quick Reference

Amendment XXI — by Bees

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Engineer
5. Poisoner
6. Courtier
7. Godfather
8. Washerwoman
9. Empath
10. Fortune Teller
11. Clockmaker
12. Noble
13. Dawn

FABLED, JINXES & LORIC

Pit-Hag & Politician

If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

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

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Engineer
3. Poisoner
4. Courtier
5. Gambler
6. Monk
7. Pit-Hag
8. Imp
9. No Dashii
10. Vortox
11. Assassin
12. Godfather
13. Empath
14. Fortune Teller
15. Town Crier
16. Oracle
17. Juggler
18. 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 **Dusk**
Start the Night Phase.

2 **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 **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 **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.

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

6 **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

7 **Godfather**
Show each of the Outsider tokens in play.

8 **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

10 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

11 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

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

Other Nights

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1 D
Dusk
Start the Night Phase.

2 
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.

3 
Poisoner
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 
Courtier
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5 
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

6 
Monk
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

7 
Pit-Hag
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

8 
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.

9 
No Dashii
The No Dashii points to a player. That player dies.

10 
Vortox
The Vortox points to a player. That player dies.

11 
Assassin
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

12 
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

13 
Empath
Show the finger signal (0, 1, 2) for the number of evil neighbours.

14 
Fortune Teller
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

15 
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).

16 
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

17 
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.

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