See No Evil... April Fool's Edition! v1.0.0 *by Larkspur*

Storm Catcher Djinn

TOWNSFOLK

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Chef
You start knowing how many pairs of evil players there are.

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

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

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

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

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

Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

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

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

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

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

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

OUTSIDER

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

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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

MINION

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

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

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Marionette
8. Mezepheles
9. Pixie
10. Amnesiac
11. Chef
12. Seamstress
13. Balloonist
14. Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

Djinn

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

LORIC

Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Mezepheles
4. Scarlet Woman
5. Lunatic
6. Legion
7. No Dashii
8. Vortex
9. Sage
10. Amnesiac
11. Undertaker
12. Seamstress
13. Balloonist
14. 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
Poppy Grower
Do not inform the Demon/Minions who each other are

6
Lunatic
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7
Marionette
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

8
Mezepheles
Show the Mezepheles their secret word.

9
Pixie
Show the Pixie 1 in-play Townsfolk character token.

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

11
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

12
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.

13
Balloonist
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

14 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 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

6 **Legion**
Choose a player, that player dies.

7 **No Dashii**
The No Dashii points to a player. That player dies.

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

9 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

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

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 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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