Mr. Ozzy's Short Train Ride v1.0.0 *by Brad Fortner*

Djinn

TOWNSFOLK



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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.



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



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

OUTSIDER



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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

MINION



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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



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



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

DEMON



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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

Mr. Ozzy's Short Train Ride — by Brad Fortner

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Lleech
6. Poisoner
7. Snake Charmer
8. Spy
9. Mathematician
10. Dawn

FABLED, JINXES & LORIC

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.

Heretic & Spy
Only 1 jinxed character can be in play.

Plague Doctor & Spy
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

Heretic & Pit-Hag
Only 1 jinxed character can be in play.

Lleech & Mastermind
If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Riot & Farmer
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Riot & King
If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

Heretic & Lleech
Only 1 jinxed character can be in play.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Snake Charmer
4. Pit-Hag
5. Fang Gu
6. Lleech
7. Farmer
8. King
9. Spy
10. Mathematician
11. 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 
King
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5 
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

6 
Poisoner
The Poisoner points to a player. That player is poisoned.

7 
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

8 
Spy
Show the Grimoire to the Spy for as long as they need.

9 
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

Other Nights

Mr. Ozzy's Short Train Ride — by Brad Fortner

1 D

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 

Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 

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.

5 

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.

6 

Lleech

The Lleech points to a player. That player dies.

7 

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.

8 

King

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

9 

Spy

Show the Grimoire to the Spy for as long as they need.

10 

Mathematician

Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

11 D

Dawn

Wait for a few seconds. End the Night Phase.