Fortune Favours the Imp v1.1.1 *by The_Imago*

Sentinel

TOWNSFOLK



Clockmaker

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fool

The first time you die, you don't.

OUTSIDER



Mutant

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



Golem

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

MINION



Poisoner

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON



Imp

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Poisoner
6. Devil's Advocate
7. Fortune Teller
8. Grandmother
9. Clockmaker
10. D — Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Poisoner
4. Devil's Advocate
5. Imp
6. Grandmother
7. Fortune Teller
8. 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 
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

6 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7 
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.

8 
Grandmother
Show the marked character token. Point to the marked player.

9 
Clockmaker
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Sailor**
   The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5. **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.
6. **Grandmother**
   If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
7. **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.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.