Vortox Injection v1.0.0 *by Zee & Luxray*

Djinn

TOWNSFOLK

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

Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

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

Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

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

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

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

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.

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

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

Tea Lady
If both your alive neighbours are good, they can't die.

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

OUTSIDER

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Tinker
You might die at any time.

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

Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION

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

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

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

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

DEMON

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

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

Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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

Quick Reference

Vortox Injection — by Zee & Luxray

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Godfather
6. Devil's Advocate
7. Witch
8. Pukka
9. Chef
10. Dreamer
11. Seamstress
12. Mathematician
13. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Innkeeper
4. Gambler
5. Devil's Advocate
6. Witch
7. Exorcist
8. Pukka
9. Shabaloth
10. No Dashii
11. Vortox
12. Assassin
13. Godfather
14. Gossip
15. Tinker
16. Moonchild
17. Dreamer
18. Town Crier
19. Seamstress
20. Mathematician
21. 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 **Godfather**
Show each of the Outsider tokens in play.

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

7 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8 **Pukka**
The Pukka points to a player. That player is poisoned.

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

10 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11 **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.

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

13 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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

5 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **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.

8 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

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

12 **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.

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

14 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

15 **Tinker**
The Tinker might die.

16 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

17 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

18 **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).

19 **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.

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

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