Attic Salt v1.0.1 *by AlejoFBlack*

Sentinel Djinn

TOWNSFOLK

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

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

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.

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

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

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

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

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

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

Soldier
You are safe from the Demon.

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

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER

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.

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

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

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

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

DEMON

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

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poisoner
6. Cerenovus
7. Mezepheles
8. Pixie
9. Huntsman
10. Damsel
11. Amnesiac
12. Chef
13. Empath
14. Fortune Teller
15. Spy
16. Dawn

FABLED, JINXES & LORIC

Alchemist & Spy

An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

FABLED

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

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

RECOMMENDED TRAVELLERS

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

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

Bishop
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Butcher
Each day, after the 1st execution, you may nominate again.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Cerenovus
5. Mezepheles
6. Imp
7. Fang Gu
8. Vigormortis
9. Huntsman
10. Damsel
11. Amnesiac
12. Empath
13. Fortune Teller
14. Spy
15. 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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

6 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

7 **Mezepheles**
Show the Mezepheles their secret word.

8 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

9 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

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

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

14 **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.

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

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

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

4 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 **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.

6 **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.

7 **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.

8 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

9 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

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

13 **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.

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

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