Halloween Hijinks v2.0.0 *by sabenite*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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.



Oracle
Each night*, you learn how many dead players are evil.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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

OUTSIDER



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



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.



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

MINION



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



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



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



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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. King
5. Poisoner
6. Witch
7. Fortune Teller
8. Noble
9. General
10. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Goblin

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Deviant

If you were funny today, you cannot die by exile.

Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Witch
4. Pit-Hag
5. Lycanthrope
6. Imp
7. Fang Gu
8. Vigormortis
9. Choirboy
10. Ravenkeeper
11. Fortune Teller
12. Oracle
13. Juggler
14. King
15. General
16. 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		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
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		**Noble** Point to 3 players including one evil player, in no particular order.
9		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

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 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

10 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

11 **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.

12 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

13 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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

15 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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