Uno...Dos? Tres! v1.0.0 by TZA

Djinn

TOWNSFOLK

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

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

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

Soldier
You are safe from the Demon.

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

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

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

Fool
The first time you die, you don't.

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

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

Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

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

OUTSIDER

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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

MINION

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

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

Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

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

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]

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

Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Lunatic
7. Marionette
8. Snake Charmer
9. Devil's Advocate
10. Mezepheles
11. Huntsman
12. Damsel
13. Amnesiac
14. Mathematician
15. Dawn

FABLED, JINXES & LORIC

Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Mathematician & Marionette

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

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Snake Charmer
4. Devil's Advocate
5. Mezepheles
6. Lunatic
7. Exorcist
8. Legion
9. Shabaloth
10. Fang Gu
11. Al-Hadikhia
12. Barber
13. Professor
14. Huntsman
15. Damsel
16. Amnesiac
17. Mathematician
18. 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 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Alchemist**
Show the Alchemist a not-in-play Minion token

6 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7 **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

8 **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.

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

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

11 **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.

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

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

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

15 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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

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 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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 **Legion**
Choose a player, that 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 **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.

11 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

12 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

13 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

14 **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.

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

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

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

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