Nostradamus didn't see this coming v2.0.0 *by Finlay*

Zenomancer
Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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.



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



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Tinker
You might die at at any time.



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.



Zealot
If there are 5 or more players alive, you must vote for every nomination.

MINION



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



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



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. Poppy Grower
5. Marionette
6. Godfather
7. Mezepheles
8. Amnesiac
9. Investigator
10. Fortune Teller
11. D — Dawn

FABLED, JINXES & LORIC

Vortox & Banshee

If the Vortox kills the Banshee, all players learn that the Banshee has died.

Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

Djinn

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

LORIC

Zenomancer

One or more players each have a goal. When achieved, that player learns a piece of true info.

RECOMMENDED TRAVELLERS

Thief

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

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Apprentice

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

Scapegoat

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

Bishop

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

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Gambler
4. Mezepheles
5. Imp
6. Vortox
7. Godfather
8. Amnesiac
9. Tinker
10. Fortune Teller
11. Town Crier
12. Oracle
13. 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		**Poppy Grower** Do not inform the Demon/Minions who each other are
5		**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.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Mezepheles** Show the Mezepheles their secret word.
8		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
10		**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.
11	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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

4 **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.

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

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

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

9 **Tinker**
The Tinker might die.

10 **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.

11 **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).

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

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