Thriller Night v1.0.0 *by West*

Djinn

TOWNSFOLK



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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.



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.



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



Undertaker
Each night*, you learn which character died by execution today.



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.



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



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



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Sweetheart
When you die, 1 player is drunk from now on.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION



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



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



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



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



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



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



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Thriller Night — by West

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. King
6. Marionette
7. Lleech
8. Poisoner
9. Mezepheles
10. Pixie
11. Amnesiac
12. Librarian
13. Empath
14. Fortune Teller
15. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Baron

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

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.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Mezepheles
5. Imp
6. Zombuul
7. No Dashii
8. Lleech
9. Sweetheart
10. Choirboy
11. Amnesiac
12. Empath
13. Fortune Teller
14. Undertaker
15. Town Crier
16. King
17. 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		**Magician**
5		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		**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.
7		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
8		**Poisoner** The Poisoner points to a player. That player is poisoned.
9		**Mezepheles** Show the Mezepheles their secret word.
10		**Pixie** Show the Pixie 1 in-play Townsfolk character 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		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
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	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  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

8  **Lleech**
The Lleech points to a player. That player dies.

9  **Sweetheart**
Choose a player that is drunk.

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

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  **Undertaker**
If a player was executed today: Show that player's character token.

15  **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).

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

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