Flashpoint v1.0.0 *by Cute Mage*

Djinn

TOWNSFOLK



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



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



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



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.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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

OUTSIDER



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Snitch
Minions start knowing 3 not-in-play characters.



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.

MINION



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



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



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



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snitch
5. Preacher
6. Lil' Monsta
7. Poisoner
8. Pixie
9. Amnesiac
10. Seamstress
11. Nightwatchman
12. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Hatter
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Summoner & Preacher
If the living Summoner has no ability, the Storyteller has the Summoner ability.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Preacher
3. Poisoner
4. Lycanthrope
5. Lil' Monsta
6. Amnesiac
7. Town Crier
8. Seamstress
9. Nightwatchman
10. 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 
Snitch
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

5 
Preacher
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

6 
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7 
Poisoner
The Poisoner points to a player. That player is poisoned.

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

9 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

10 
Seamstress
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

11 
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

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

5 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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

7 **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).

8 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

9 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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