Blood War v1.0.0 *by Zyrain & BIPOCtower*

Zenomancer
Djinn

TOWNSFOLK



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



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



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Flowergirl
Each night*, you learn if a Demon voted today.



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



Tea Lady
If both your alive neighbours are good, they can't die.



Pacifist
Executed good players might not die.



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



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



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



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



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



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.



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

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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

Blood War — by Zyrain & BIPOCtower

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lunatic
6. Preacher
7. Courtier
8. Devil's Advocate
9. Witch
10. Pixie
11. Dreamer
12. General
13. Dawn

FABLED, JINXES & LORIC

Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

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.

OTHER NIGHTS

1. Dusk
2. Preacher
3. Courtier
4. Gambler
5. Devil's Advocate
6. Witch
7. Pit-Hag
8. Lunatic
9. Lycanthrope
10. Legion
11. Sweetheart
12. Moonchild
13. Dreamer
14. Flowergirl
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

Blood War — by Zyrain & BIPOCtower

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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**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.
6		**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.
7		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
8		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
10		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
11		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Blood War — by Zyrain & BIPOCtower

1 D **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  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

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

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

7  **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.

8  **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.

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

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

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

12  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

13  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

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

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