Friendly Fire v0.0.1 *by Mogimbus*

Djinn

TOWNSFOLK



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



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



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



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



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



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



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



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



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



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



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

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



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



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

MINION



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



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



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON



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



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Magician
7. Snitch
8. Lunatic
9. Marionette
10. Preacher
11. Godfather
12. Devil's Advocate
13. Witch
14. Dawn

FABLED, JINXES & LORIC

Alchemist & Marionette

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

Magician & Marionette

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

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Deviant

If you were funny today, you cannot die by exile.

Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Preacher
4. Monk
5. Devil's Advocate
6. Witch
7. Lunatic
8. Exorcist
9. Lycanthrope
10. Shabaloth
11. Po
12. Al-Hadikhia
13. Godfather
14. Professor
15. Moonchild
16. Undertaker
17. Flowergirl
18. Town Crier
19. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Poppy Grower**
Do not inform the Demon/Minions who each other are

6  **Magician**

7  **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.

8  **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.

9  **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.

10  **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.

11  **Godfather**
Show each of the Outsider tokens in play.

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

13  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **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.

4  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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  **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.

8  **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.

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

10  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

11  **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

12  **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.

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

14  **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.

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

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

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

18  **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).

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