Switching Things Up v1.0.0 *by DBHero*

Spirit of Ivory Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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.



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



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



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



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



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

OUTSIDER



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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

MINION



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



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



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]



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Switching Things Up — by DBHero

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Sailor
8. Marionette
9. Lil' Monsta
10. Poisoner
11. Snake Charmer
12. Devil's Advocate
13. Empath
14. Fortune Teller
15. Seamstress
16. Noble
17. Balloonist
18. D — Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

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

Alchemist & Boffin
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Boffin & Goon
If the Demon has the Goon ability, they can't turn good due to this ability.

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Lil' Monsta & Poppy Grower
If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

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

Marionette & Lil' Monsta
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

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

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Snake Charmer
6. Devil's Advocate
7. Lunatic
8. Fang Gu
9. Vigormortis
10. Lil' Monsta
11. Barber
12. Empath
13. Fortune Teller
14. Oracle
15. Seamstress
16. Balloonist
17. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

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

6  **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.

7  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8  **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.

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

10  **Poisoner**
The Poisoner points to a player. That player is poisoned.

11  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

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  **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.

16  **Noble**
Point to 3 players including one evil player, in no particular order.

17  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

18 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  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

5  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

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  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

10  **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.

11  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

15  **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.

16  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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