It's a Mocktail (1.0.0) v1.0.0 *by Touya*

Sentinel Gardener Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Washerwoman
You start knowing that 1 of 2 players is a particular 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.



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.



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



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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

OUTSIDER



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



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.

MINION



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



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



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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

DEMON



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



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



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]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Marionette
6. Poisoner
7. Witch
8. Pixie
9. Amnesiac
10. Washerwoman
11. Fortune Teller
12. Dreamer
13. Dawn

FABLED, JINXES & LORIC

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

Boffin & Drunk
The Demon cannot have the Drunk ability.

Plague Doctor & Scarlet Woman
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

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

LORIC

Gardener
The Storyteller assigns all players' characters.

RECOMMENDED TRAVELLERS

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

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

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

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

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Witch
5. Scarlet Woman
6. Lunatic
7. No Dashii
8. Amnesiac
9. Fortune Teller
10. Dreamer
11. Oracle
12. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **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.
5. **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.
6. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
7. **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
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. **Washerwoman**
    Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11. **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.
12. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **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  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

5  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

6  **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.

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

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

9  **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.

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

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

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