A Demon, Attorney, and Hag all walk into a bar v1.0.0 by Starman

Djinn

TOWNSFOLK



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



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's 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.



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.



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

OUTSIDER



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



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



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



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

MINION



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



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.



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Lil' Monsta
6. Lleech
7. Poisoner
8. Godfather
9. Devil's Advocate
10. Pukka
11. Librarian
12. Grandmother
13. Dreamer
14. Noble
15. Mathematician
16. D — Dawn

FABLED, JINXES & LORIC

Pit-Hag & Village Idiot

If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Deviant

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

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Poisoner
4. Innkeeper
5. Gambler
6. Devil's Advocate
7. Pit-Hag
8. Pukka
9. Lleech
10. Lil' Monsta
11. Godfather
12. Gossip
13. Acrobat
14. Barber
15. Moonchild
16. Grandmother
17. Dreamer
18. Flowergirl
19. Oracle
20. Mathematician
21. 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.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5.  **Lil' Monsta**
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6.  **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
7.  **Poisoner**
   The Poisoner points to a player. That player is poisoned.
8.  **Godfather**
   Show each of the Outsider tokens in play.
9.  **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
10.  **Pukka**
    The Pukka points to a player. That player is poisoned.
11.  **Librarian**
    Show the character token of an Outsider in play. Point to two players, one of which is that character.
12.  **Grandmother**
    Show the marked character token. Point to the marked player.
13.  **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14.  **Noble**
    Point to 3 players including one evil player, in no particular order.
15.  **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
16. D **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **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.
3. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9. **Lleech**
   The Lleech points to a player. That player dies.
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. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
12. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13. **Acrobat**
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
14. **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.
15. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
16. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
18. **Flowergirl**
    Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
19. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
20. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
21. **Dawn**
    Wait for a few seconds. End the Night Phase.