The Saga of the Slayer v1.0.0 *by Marelyn C*

Djinn

TOWNSFOLK



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



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



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.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Soldier
You are safe from the Demon.



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

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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

MINION



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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

The Saga of the Slayer — by Marelyn C

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Washerwoman
5. Investigator
6. Fortune Teller
7. Butler
8. D — Dawn

FABLED, JINXES & LORIC

Legion & Summoner

If Legion is summoned, all evil players become Legion.

Summoner & Zombuul

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Legion
3. Zombuul
4. Fortune Teller
5. Butler
6. 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

The Saga of the Slayer — by Marelyn C

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		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
5		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
6		**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.
7		**Butler** The Butler points to a player. Mark that player as 'Master'.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

The Saga of the Slayer — by Marelyn C

1 D **Dusk**
Start the Night Phase.

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

3  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

4  **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.

5  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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