Sects & Drugs v1.2.0 *by Lantern / Eric*

Djinn

TOWNSFOLK

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

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

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

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.

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

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

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

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

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

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

Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER

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

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

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

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.

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

Sects & Drugs — by Lantern / Eric

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Snitch
7. Lil' Monsta
8. Poisoner
9. Witch
10. Fearmonger
11. Damsel
12. Fortune Teller
13. Seamstress
14. Noble
15. Balloonist
16. Bounty Hunter
17. Nightwatchman
18. General
19. Dawn

FABLED, JINXES & LORIC

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.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Witch
5. Fearmonger
6. Fang Gu
7. Vigormortis
8. Lil' Monsta
9. Assassin
10. Damsel
11. Fortune Teller
12. Town Crier
13. Seamstress
14. Balloonist
15. Bounty Hunter
16. Nightwatchman
17. General
18. 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

Sects & Drugs — by Lantern / Eric

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 **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.

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

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

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

10 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

11 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12 **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.

13 **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.

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

15 **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.

16 **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

17 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

18 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

Other Nights

Sects & Drugs — by Lantern / Eric

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

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

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

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 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

6 **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.

7 **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.

8 **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.

9 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

10 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

11 **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.

12 **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).

13 **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.

14 **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.

15 **Bounty Hunter**
If the known evil player has died, point to another evil player.

16 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

17 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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