Absolutely Not v1.0.0 *by Cam*

Djinn

TOWNSFOLK



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



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.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



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



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.



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.



Flowergirl
Each night*, you learn if a Demon voted today.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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

OUTSIDER



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Sweetheart
When you die, 1 player is drunk from now on.



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



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

MINION



Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



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

DEMON



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



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



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Widow
7. Snake Charmer
8. Pukka
9. Pixie
10. Empath
11. Fortune Teller
12. Dreamer
13. Noble
14. Balloonist
15. Nightwatchman
16. Spy
17. 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.

Marionette & Balloonist

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

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

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.

Butcher

Each day, after the 1st execution, you may nominate again.

Gangster

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

Harlot

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

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Snake Charmer
4. Scarlet Woman
5. Imp
6. Pukka
7. Sweetheart
8. Empath
9. Fortune Teller
10. Dreamer
11. Flowergirl
12. Juggler
13. Balloonist
14. Nightwatchman
15. Spy
16. 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  **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.

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

6  **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

7  **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.

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

9  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

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

14  **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.

15  **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.

16  **Spy**
Show the Grimoire to the Spy for as long as they need.

17 D **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  **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.

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

5  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

6  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

7  **Sweetheart**
Choose a player that is drunk.

8  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

12  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

13  **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.

14  **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.

15  **Spy**
Show the Grimoire to the Spy for as long as they need.

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