Custom S&V v1.0.0 *by Hashtag*

Sentinel Djinn

TOWNSFOLK



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



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



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



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



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

OUTSIDER



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



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



Mutant
If you are "mad" about being an Outsider, you might be executed.



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]

MINION



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



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



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Philosopher
5. Snake Charmer
6. Evil Twin
7. Witch
8. Cerenovus
9. Amnesiac
10. Clockmaker
11. Dreamer
12. Seamstress
13. (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.

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.

RECOMMENDED TRAVELLERS

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

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

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

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

OTHER NIGHTS

1. (D) Dusk
2. Philosopher
3. Snake Charmer
4. Witch
5. Cerenovus
6. Pit-Hag
7. Fang Gu
8. No Dashii
9. Vortox
10. Vigormortis
11. Barber
12. Sage
13. Amnesiac
14. Dreamer
15. Flowergirl
16. Town Crier
17. Seamstress
18. Juggler
19. (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 

Philosopher

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 

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.

6 

Evil Twin

Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

7 

Witch

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

8 

Cerenovus

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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 

Clockmaker

Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

11 

Dreamer

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

12 

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.

13 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  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

5  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6  **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.

7  **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.

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

9  **Vortox**
The Vortox points to a player. That player dies.

10  **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.

11  **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.

12  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

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

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

16  **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).

17  **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.

18  **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.

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