CYOColate cake v1.0.0 *by Fletcher*

Spirit of Ivory Djinn

TOWNSFOLK

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

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

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

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.

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

Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

Undertaker
Each night*, you learn which character died by execution today.

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

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.

Farmer
If you die at night, an alive good player becomes a Farmer.

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

OUTSIDER

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

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

Plague Doctor
When you die, the Storyteller gains a Minion ability.

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

MINION

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.

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

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

DEMON

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

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

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.

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

Quick Reference

CYOColate cake — by Fletcher

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Sailor
6. Preacher
7. Lleech
8. Poisoner
9. Snake Charmer
10. Mezepheles
11. Pukka
12. Pixie
13. Amnesiac
14. Empath
15. Dreamer
16. Spy
17. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Spy

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

FABLED

Spirit of Ivory

There can't be more than 1 extra evil player.

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Preacher
5. Poisoner
6. Snake Charmer
7. Pit-Hag
8. Mezepheles
9. Lycanthrope
10. Imp
11. Pukka
12. No Dashii
13. Lleech
14. Barber
15. Amnesiac
16. Farmer
17. Empath
18. Undertaker
19. Dreamer
20. Juggler
21. Spy
22. 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

CYOColate cake — by Fletcher

1. **Dusk**
   Start the Night Phase.
2. **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. **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. **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6. **Preacher**
   The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7. **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
8. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
9. **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.
10. **Mezepheles**
    Show the Mezepheles their secret word.
11. **Pukka**
    The Pukka points to a player. That player is poisoned.
12. **Pixie**
    Show the Pixie 1 in-play Townsfolk character token.
13. **Amnesiac**
    Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
15. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
16. **Spy**
    Show the Grimoire to the Spy for as long as they need.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

CYOColate cake — by Fletcher

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 **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.

4 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

6 **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.

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 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

9 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

10 **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.

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

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

13 **Lleech**
The Lleech points to a player. That 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 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

16 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

18 **Undertaker**
If a player was executed today: Show that player's character token.

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

20 **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.

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

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