Mysterious Cirumstance v1.0.0 *by MrMadeline*

Djinn

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Philosopher

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



Seamstress

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



Balloonist

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



Empath

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



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.



Oracle

Each night*, you learn how many dead players are evil.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Cannibal

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



Farmer

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



Pixie

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



Bounty Hunter

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

OUTSIDER



Drunk

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



Recluse

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



Sweetheart

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Goblin

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



Poisoner

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Marionette

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

DEMON



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Vigormortis

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Marionette
7. Poisoner
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10. Devil's Advocate
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17. Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Philosopher
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

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

Plague Doctor & Goblin
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Courtier
5. Devil's Advocate
6. Vigormortis
7. Godfather
8. Gossip
9. Sweetheart
10. Farmer
11. Empath
12. Fortune Teller
13. Oracle
14. Seamstress
15. Balloonist
16. Bounty Hunter
17. 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 
Alchemist
Show the Alchemist a not-in-play Minion token

6 
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.

7 
Poisoner
The Poisoner points to a player. That player is poisoned.

8 
Courtier
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

9 
Godfather
Show each of the Outsider tokens in play.

10 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

11 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

12 
Empath
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

13 
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.

14 
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.

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

4 
Courtier
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5 
Devil's Advocate
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6 
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.

7 
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

8 
Gossip
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

9 
Sweetheart
Choose a player that is drunk.

10 
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.

11 
Empath
Show the finger signal (0, 1, 2) for the number of evil neighbours.

12 
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.

13 
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

14 
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.

15 
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.

16 
Bounty Hunter
If the known evil player has died, point to another evil player.

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