...and for my last trick! v1.1.0 *by Coral*

Djinn

TOWNSFOLK



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



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.



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



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



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

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.

MINION



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



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



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



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.

Quick Reference

...and for my last trick! — by Coral

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lleech
6. Evil Twin
7. Pukka
8. Empath
9. Balloonist
10. Dawn

FABLED, JINXES & LORIC

Recluse & Sage

The Recluse might register as the Demon to the Sage.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Pukka
3. Lleech
4. Sage
5. Empath
6. Town Crier
7. Balloonist
8. 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

...and for my last trick! — by Coral

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		**Magician**
5		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
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		**Pukka** The Pukka points to a player. That player is poisoned.
8		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		**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.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

...and for my last trick! — by Coral

1	D	**Dusk** Start the Night Phase.
2		**Pukka** The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
3		**Lleech** The Lleech points to a player. That player dies.
4		**Sage** If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
5		**Empath** Show the finger signal (0, 1, 2) for the number of evil neighbours.
6		**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).
7		**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.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.