# Blood and Glitter V1.0.0 v1.0.0 *by DrNecrotech*

Djinn

## TOWNSFOLK



### Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



### Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

## OUTSIDER



### Tinker
You might die at any time.



### Saint
If you die by execution, your team loses.



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



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

## 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.



### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



### Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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

## DEMON



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



### Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Widow
5. Pixie
6. Noble
7. Cult Leader
8. D — Dawn

## FABLED, JINXES & LORIC

**Yaggababble & Exorcist**

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

**Scarlet Woman & Fang Gu**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Scarlet Woman
4. Exorcist
5. Shabaloth
6. Po
7. Fang Gu
8. Gossip
9. Sweetheart
10. Tinker
11. Moonchild
12. Flowergirl
13. Oracle
14. Cult Leader
15. 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 
**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.

5 
**Pixie**
Show the Pixie 1 in-play Townsfolk character token.

6 
**Noble**
Point to 3 players including one evil player, in no particular order.

7 
**Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

# Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

4 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

5 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

6 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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 **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 **Tinker**
The Tinker might die.

11 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

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

14 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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