# Velveteen Princess v1.1.0 *by Kinky Joe*

Duchess Djinn

## TOWNSFOLK



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



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



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



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



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



**Monk**
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



**Soldier**
You are safe from the Demon.



**Alchemist**
You have a not-in-play Minion ability.



**Ravenkeeper**
If you die at night, you are woken to choose a player: you learn their character.



**Poppy Grower**
Minions & Demons do not know each other. If you die, they learn who each other are that night.



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



**Mayor**
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



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



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



**Politician**
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



**Lunatic**
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINION



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



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



**Assassin**
Once per game, at night*, choose a player: they die, even if for some reason they could not.



**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.



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

## DEMON



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



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



**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. Alchemist
5. Poppy Grower
6. Lunatic
7. Marionette
8. Poisoner
9. Snake Charmer
10. Evil Twin
11. Balloonist
12. Bounty Hunter
13. Dawn

## FABLED, JINXES & LORIC

**Marionette & Balloonist**

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

**Alchemist & Marionette**

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

### FABLED

**Duchess**

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Snake Charmer
5. Monk
6. Lunatic
7. Imp
8. No Dashii
9. Vigormortis
10. Assassin
11. Ravenkeeper
12. Oracle
13. Juggler
14. Balloonist
15. Bounty Hunter
16. 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 
**Alchemist**
Show the Alchemist a not-in-play Minion token

5 
**Poppy Grower**
Do not inform the Demon/Minions who each other are

6 
**Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7 
**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.

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 
**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.

11 
**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.

12 
**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.

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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

4 **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.

5 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

7 **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.

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

9 **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.

10 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

11 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

13 **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.

14 **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.

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

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