# Now you see me: the perfect kill v1.0.2 *by Mads*

Djinn

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



### 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.



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



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



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### 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.



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



### Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



### Fool
The first time you die, you don't.



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

## OUTSIDER



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



### Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Snitch
Minions start knowing 3 not-in-play characters.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### 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.



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



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### 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]



### 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

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Snitch
6. Lleech
7. Poisoner
8. Snake Charmer
9. Devil's Advocate
10. Pixie
11. Huntsman
12. Damsel
13. Dreamer
14. Seamstress
15. Balloonist
16. Dawn

## FABLED, JINXES & LORIC

**Mastermind & Vigormortis**

A Mastermind that has their ability keeps it if the Vigormortis dies.

**Lleech & Mastermind**

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Innkeeper
5. Snake Charmer
6. Devil's Advocate
7. Imp
8. Vigormortis
9. Lleech
10. Huntsman
11. Damsel
12. Dreamer
13. Oracle
14. Seamstress
15. Balloonist
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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

8  **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.

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

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

11  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

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

5 **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.

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

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 **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.

9 **Lleech**
The Lleech points to a player. That player dies.

10 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

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