Trials and Joshulations! v1.0.0 *by Dion Wheeler*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



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



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



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



Soldier
You are safe from the Demon.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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

OUTSIDER



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



Saint
If you die by execution, your team loses.



Zealot
If there are 5 or more players alive, you must vote for every nomination.



Tinker
You might die at any time.

MINION



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Cerenovus
5. Fearmonger
6. Investigator
7. Empath
8. Clockmaker
9. Noble
10. Leviathan
11. Dawn

FABLED, JINXES & LORIC

Riot & Monk
If Riot nominates and executes the Monk-protected player, good wins.

Leviathan & Monk
If the Leviathan nominates and executes the Monk-protected player, good wins.

Riot & Ravenkeeper
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Leviathan & Ravenkeeper
Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot & Soldier
If Riot nominates and executes the Soldier, good wins.

Leviathan & Soldier
If the Leviathan nominates and executes the Soldier, good wins.

Riot & Mayor
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

Leviathan & Mayor
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Riot & Exorcist
If Riot nominates and executes the Exorcist-chosen player, good wins.

Leviathan & Exorcist
If the Leviathan nominates and executes the Exorcist-chosen player, good wins.

Cerenovus & Goblin
The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Monk
3. Cerenovus
4. Fearmonger
5. Exorcist
6. Al-Hadikhia
7. Tinker
8. Ravenkeeper
9. Empath
10. Flowergirl
11. Town Crier
12. Leviathan
13. 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 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 
Fearmonger
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

6 
Investigator
Show the character token of a Minion in play. Point to two players, one of which is that character.

7 
Empath
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

8 
Clockmaker
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

9 
Noble
Point to 3 players including one evil player, in no particular order.

10 
Leviathan
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

3 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

4 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

5 **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.

6 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

7 **Tinker**
The Tinker might die.

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

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

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

11 **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).

12 **Leviathan**
Change the Leviathan Day reminder for the next day.

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