Lord of the Whirl v1.0.0 *by Mevolas Rubenido*

Sentinel 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]

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

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

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

Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

Undertaker
Each night*, you learn which character died by execution today.

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

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

Farmer
If you die at night, an alive good player becomes a Farmer.

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

Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER

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.

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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

MINION

Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

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

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

DEMON

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

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

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Poisoner
8. Snake Charmer
9. Pixie
10. Noble
11. Bounty Hunter
12. Nightwatchman
13. Leviathan
14. Dawn

FABLED, JINXES & LORIC

Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Riot & Farmer

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

Leviathan & Farmer

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

FABLED

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

Djinn

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

RECOMMENDED TRAVELLERS

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Butcher

Each day, after the 1st execution, you may nominate again.

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Poisoner
5. Gambler
6. Snake Charmer
7. Lycanthrope
8. Al-Hadikhia
9. Assassin
10. Acrobat
11. Barber
12. Farmer
13. Undertaker
14. Oracle
15. Bounty Hunter
16. Nightwatchman
17. Leviathan
18. 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
Philosopher
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5
Alchemist
Show the Alchemist a not-in-play Minion token

6
Poppy Grower
Do not inform the Demon/Minions who each other are

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

10
Noble
Point to 3 players including one evil player, in no particular order.

11
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.

12
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

13
Leviathan
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

14 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

Philosopher

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3

Poppy Grower

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

4

Poisoner

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

5

Gambler

The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

6

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.

7

Lycanthrope

The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8

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.

9

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.

10

Acrobat

If a good living neighbour is drunk or poisoned, the Acrobat player dies.

11

Barber

If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

12

Farmer

If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

13

Undertaker

If a player was executed today: Show that player's character token.

14

Oracle

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

15

Bounty Hunter

If the known evil player has died, point to another evil player.

16

Nightwatchman

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

17

Leviathan

Change the Leviathan Day reminder for the next day.

18 D

Dawn

Wait for a few seconds. End the Night Phase.