# High Noon or A Day Longer than the Century

v1.0.0 by Adrian V.

Gardener · Hell's Librarian · Sentinel · Duchess · Djinn

## TOWNSFOLK



### Artist

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



### Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Cult Leader

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



### Gossip

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



### Juggler

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



### Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Fisherman

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



### Savant

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



### Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



### Philosopher

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



### Bounty Hunter

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



### Tea Lady

If both your alive neighbours are good, they can't die.



### Pacifist

Executed good players might not die.

## OUTSIDER



### Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Moonchild

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



### Drunk

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



### 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



### Psychopath

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



### Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't 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.



### 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.

## DEMON



### Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### 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.



### Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

# Quick Reference

*High Noon or A Day Longer than the Century — by Adrian V.*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lleech
6. Devil's Advocate
7. Evil Twin
8. Mezepheles
9. Pukka
10. Amnesiac
11. Bounty Hunter
12. Cult Leader
13. Dawn

## FABLED, JINXES & LORIC

**Lleech & Slayer**

If the Slayer slays the Lleech host, the host dies.

**Bounty Hunter & Philosopher**

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

**Lleech & Mastermind**

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

### FABLED

**Hell's Librarian**

Something bad might happen to whoever talks when the Storyteller has asked for silence.

**Sentinel**

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

**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.

### LORIC

**Gardener**

The Storyteller assigns all players' characters.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Devil's Advocate
4. Mezepheles
5. Zombuul
6. Pukka
7. Lleech
8. Gossip
9. Amnesiac
10. Moonchild
11. Juggler
12. Bounty Hunter
13. Cult Leader
14. 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

*High Noon or A Day Longer than the Century — by Adrian V.*

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

6 
**Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7 
**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.

8 
**Mezepheles**
Show the Mezepheles their secret word.

9 
**Pukka**
The Pukka points to a player. That player is poisoned.

10 
**Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

# Other Nights

*High Noon or A Day Longer than the Century — by Adrian V.*

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

4 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

6 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

8 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

9 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

11 **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.

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

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

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