Ojo-Kazali and the inifinite sadness v1.1.0 *by lxthrp*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



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



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.



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



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

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



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



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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

Quick Reference

Ojo-Kazali and the inifinite sadness — by lxthrp

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Godfather
7. Pixie
8. Amnesiac
9. Empath
10. Noble
11. Spy
12. General
13. Dawn

FABLED, JINXES & LORIC

Marionette & Kazali

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Plague Doctor & Spy

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

Plague Doctor & Scarlet Woman

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Monk
5. Scarlet Woman
6. Godfather
7. Sweetheart
8. Amnesiac
9. Ravenkeeper
10. Empath
11. Juggler
12. Spy
13. General
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

Ojo-Kazali and the inifinite sadness — by lxthrp

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		**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.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
8		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		**Noble** Point to 3 players including one evil player, in no particular order.
11		**Spy** Show the Grimoire to the Spy for as long as they need.
12		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Ojo-Kazali and the inifinite sadness — by lxthrp

1. **Dusk**
   Start the Night Phase.
2. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
5. **Scarlet Woman**
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6. **Godfather**
   If an Outsider died today: The Godfather points to a player. That player dies.
7. **Sweetheart**
   Choose a player that is drunk.
8. **Amnesiac**
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9. **Ravenkeeper**
   If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
10. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
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. **Spy**
    Show the Grimoire to the Spy for as long as they need.
13. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.