When You Wish Upon a Star v1.0.0 *by Teemursu*

Djinn

TOWNSFOLK



Savant

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



Artist

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



Fisherman

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



Alchemist

You have a not-in-play Minion ability.



Amnesiac

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Baron

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

DEMON



Ojo

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

Quick Reference

When You Wish Upon a Star — by Teemursu

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Lunatic
6. Amnesiac
7. D — Dawn

FABLED, JINXES & LORIC

Plague Doctor & Baron
If the Storyteller would gain the Baron ability, up to two players become Outsiders.

FABLED

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

OTHER NIGHTS

1. D — Dusk
2. Lunatic
3. Amnesiac
4. D — 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 

Alchemist

Show the Alchemist a not-in-play Minion token

5 

Lunatic

If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6 

Amnesiac

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

7 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

When You Wish Upon a Star — by Teemursu

1 D **Dusk**
Start the Night Phase.

2 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

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