Things Certainly Happen v1.0.0 *by Arcades_*

Djinn

TOWNSFOLK



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



Chef
You start knowing how many pairs of evil players there are.



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



Fool
The first time you die, you don't.



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



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



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



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

OUTSIDER



Snitch
Minions start knowing 3 not-in-play characters.



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



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



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

MINION



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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

DEMON



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Snitch
6. Engineer
7. Lil' Monsta
8. Poisoner
9. Godfather
10. Chef
11. Noble
12. Balloonist
13. Bounty Hunter
14. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Engineer
4. Poisoner
5. Gambler
6. Scarlet Woman
7. Shabaloth
8. Vortox
9. Lil' Monsta
10. Godfather
11. Gossip
12. Barber
13. Professor
14. Balloonist
15. Bounty Hunter
16. 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 
Poppy Grower
Do not inform the Demon/Minions who each other are

5 
Snitch
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6 
Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

7 
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

8 
Poisoner
The Poisoner points to a player. That player is poisoned.

9 
Godfather
Show each of the Outsider tokens in play.

10 
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

11 
Noble
Point to 3 players including one evil player, in no particular order.

12 
Balloonist
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

13 
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.

14 (D)
Dawn
Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Poppy Grower
   If the Poppy Grower has died, show the Minions/Demon who each other are.
3. 
   Engineer
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
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. 
   Scarlet Woman
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
7. 
   Shabaloth
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
8. 
   Vortox
   The Vortox points to a player. That player dies.
9. 
   Lil' Monsta
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
10. 
    Godfather
    If an Outsider died today: The Godfather points to a player. That player dies.
11. 
    Gossip
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12. 
    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.
13. 
    Professor
    If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
14. 
    Balloonist
    Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
15. 
    Bounty Hunter
    If the known evil player has died, point to another evil player.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.