Pair Up v1.0.0 *by Skateside*

Djinn

TOWNSFOLK

Investigator
You start knowing that 1 of 2 players is a particular Minion.

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

Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.

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

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

King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

Town Crier
Each night*, you learn if a Minion nominated today.

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

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

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

Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

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

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

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

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

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

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.

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

DEMON

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

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Pair Up — by Skateside

FIRST NIGHT

1 D Dusk
2 M Minion Info
3 D Demon Info
4 Philosopher
5 Lunatic
6 King
7 Marionette
8 Lil' Monsta
9 Evil Twin
10 Cerenovus
11 Fearmonger
12 Pixie
13 Huntsman
14 Damsel
15 Investigator
16 Chef
17 Fortune Teller
18 Butler
19 Grandmother
20 Bounty Hunter
21 D Dawn

FABLED, JINXES & LORIC

Cannibal & Butler
If the Cannibal gains the Butler ability, the Cannibal learns this.

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

Marionette & Huntsman
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

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

FABLED

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

OTHER NIGHTS

1 D Dusk
2 Philosopher
3 Cerenovus
4 Fearmonger
5 Lunatic
6 Legion
7 Fang Gu
8 Vigormortis
9 Lil' Monsta
10 Choirboy
11 Huntsman
12 Damsel
13 Grandmother
14 Fortune Teller
15 Undertaker
16 Town Crier
17 King
18 Bounty Hunter
19 Butler
20 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 **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 **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 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7 **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.

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

9 **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.

10 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

11 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

13 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

14 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

15 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

17 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

18 **Butler**
The Butler points to a player. Mark that player as 'Master'.

19 **Grandmother**
Show the marked character token. Point to the marked player.

20 **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.

21 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 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

4 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

5 **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.

6 **Legion**
Choose a player, that player dies.

7 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

8 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

11 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

13 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

14 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

16 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

17 **King**
If there are more dead than living, show the King a character token of a living player.

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

19 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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