Any Idiot May Juggle v1.0.0 *by LivFreeOrPie / Bill Pz*

Sentinel Toymaker Fiddler

TOWNSFOLK



Washerwoman

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Monk

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



Juggler

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



Philosopher

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



Ravenkeeper

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Klutz

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

MINION



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.

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poisoner
6. Washerwoman
7. Spy
8. Dawn

FABLED, JINXES & LORIC

FABLED

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

Toymaker
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

Fiddler
Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Monk
5. Imp
6. Acrobat
7. Ravenkeeper
8. Juggler
9. Spy
10. 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 
Poisoner
The Poisoner points to a player. That player is poisoned.

6 
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

7 
Spy
Show the Grimoire to the Spy for as long as they need.

8 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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

6  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

7  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

8  **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.

9  **Spy**
Show the Grimoire to the Spy for as long as they need.

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