Not So Fast v1.0.1 *by Bryant*

Sentinel Djinn

TOWNSFOLK

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.

Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Gambler

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

Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Philosopher

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

Huntsman

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

Alchemist

You have a not-in-play Minion ability.

Choirboy

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

OUTSIDER

Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Saint

If you die by execution, your team loses.

Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

Damsel

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

MINION

Poisoner

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

Cerenovus

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

Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.

Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON

No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Imp

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

Fang Gu

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

Vortox

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

Quick Reference

Not So Fast — by Bryant

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. King
7. Poisoner
8. Courtier
9. Snake Charmer
10. Cerenovus
11. Mezepheles
12. Huntsman
13. Damsel
14. Fortune Teller
15. Bounty Hunter
16. Cult Leader
17. Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Philosopher

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

Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED

Sentinel

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

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Courtier
5. Innkeeper
6. Gambler
7. Snake Charmer
8. Cerenovus
9. Mezepheles
10. Imp
11. Fang Gu
12. No Dashii
13. Vortox
14. Choirboy
15. Huntsman
16. Damsel
17. Fortune Teller
18. King
19. Bounty Hunter
20. Cult Leader
21. 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
Alchemist
Show the Alchemist a not-in-play Minion token

6
King
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7
Poisoner
The Poisoner points to a player. That player is poisoned.

8
Courtier
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

9
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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
Mezepheles
Show the Mezepheles their secret word.

12
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.

13
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

14
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.

15
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.

16
Cult Leader
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

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1 **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 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

7 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

8 **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.

9 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

10 **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.

11 **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.

12 **No Dashii**
The No Dashii points to a player. That player dies.

13 **Vortox**
The Vortox points to a player. That player dies.

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

15 **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.

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

17 **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.

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

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

20 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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