# Yer a Wizard v2.1.0 *by Chris*

Gardener Djinn

## TOWNSFOLK



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



### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



### 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.



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



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



### Alchemist
You have a not-in-play Minion ability.



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



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



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDER



### Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

## 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.



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



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



### Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMON



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



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



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poisoner
7. Cerenovus
8. Pixie
9. Amnesiac
10. Librarian
11. Fortune Teller
12. Noble
13. Balloonist
14. Dawn

## FABLED, JINXES & LORIC

**Alchemist & Boffin**

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

**Plague Doctor & Scarlet Woman**

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

### FABLED

**Djinn**

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

### LORIC

**Gardener**

The Storyteller assigns all players' characters.

### RECOMMENDED TRAVELLERS

**Barista**

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Gangster**

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

**Bishop**

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Innkeeper
5. Cerenovus
6. Scarlet Woman
7. Lycanthrope
8. Imp
9. Vigormortis
10. Barber
11. Amnesiac
12. Fortune Teller
13. Balloonist
14. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

7  **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.

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

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

10  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

11  **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.

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

13  **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.

14 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 

**Innkeeper**

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

5 

**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.

6 

**Scarlet Woman**

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

7 

**Lycanthrope**

The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8 

**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.

9 

**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.

10 

**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.

11 

**Amnesiac**

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

12 

**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.

13 

**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.

14 D

**Dawn**

Wait for a few seconds. End the Night Phase.