Judge, Jury, & Executioner v1.0.0 *by Kade M.*

Djinn

TOWNSFOLK

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

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

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

Flowergirl
Each night*, you learn if a Demon voted today.

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

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

Pacifist
Executed good players might not die.

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

Soldier
You are safe from the Demon.

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

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

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

OUTSIDER

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

Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

Mutant
If you are "mad" about being an Outsider, you might be executed.

Saint
If you die by execution, your team loses.

MINION

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

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

Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON

Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Devil's Advocate
6. Witch
7. Butler
8. Leviathan
9. Dawn

FABLED, JINXES & LORIC

Leviathan & Soldier
If the Leviathan nominates and executes the Soldier, good wins.

Leviathan & Mayor
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

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

Alchemist & Mastermind
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. Witch
4. Zombuul
5. Po
6. Vortox
7. Undertaker
8. Flowergirl
9. Town Crier
10. Butler
11. Leviathan
12. 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 **Alchemist**
Show the Alchemist a not-in-play Minion token

5 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

6 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

8 **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

9 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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

3 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

5 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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

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

8 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

9 **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).

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

11 **Leviathan**
Change the Leviathan Day reminder for the next day.

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