New and Unthreatening v1.0.5 *by Brendan*

Big Wig Djinn

TOWNSFOLK



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



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]



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



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.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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]



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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.



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.



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



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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

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FIRST NIGHT

1 D Dusk
2 M Minion Info
3 D Demon Info
4 Philosopher
5 Poppy Grower
6 Lil' Monsta
7 Poisoner
8 Snake Charmer
9 Fearmonger
10 Pixie
11 Huntsman
12 Damsel
13 Amnesiac
14 Empath
15 Noble
16 Balloonist
17 Bounty Hunter
18 Cult Leader
19 D Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Kazali
If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

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

Lil' Monsta & Poppy Grower
If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Plague Doctor & Fearmonger
If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.

Lil' Monsta & Psychopath
If the Psychopath is babysitting Lil' Monsta, they die when executed.

FABLED

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

LORIC

Big Wig
Each nominee chooses a player: until voting, only they may speak & they are mad the nominee is good or they might die.

OTHER NIGHTS

1 D Dusk
2 Philosopher
3 Poppy Grower
4 Poisoner
5 Snake Charmer
6 Fearmonger
7 Legion
8 Lil' Monsta
9 Gossip
10 Barber
11 Huntsman
12 Damsel
13 Amnesiac
14 Empath
15 Balloonist
16 Bounty Hunter
17 Cult Leader
18 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 
Poppy Grower
Do not inform the Demon/Minions who each other are

6 
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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

8 
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.

9 
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.

10 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

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

13 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

14 
Empath
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

15 
Noble
Point to 3 players including one evil player, in no particular order.

16 
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.

17 
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.

18 
Cult Leader
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

19 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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

5 **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.

6 **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.

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

8 **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.

9 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

14 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

15 **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.

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

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

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