Diabolis Advenit v1.0.0 *by AlejoFBlack*

Djinn

TOWNSFOLK



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Soldier
You are safe from the Demon.



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



Pacifist
Executed good players might not die.



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

OUTSIDER



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Tinker
You might die at any time.



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

DEMON



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



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.



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

Diabolis Advenit — by AlejoFBlack

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Sailor
6. Lleech
7. Godfather
8. Devil's Advocate
9. Cerenovus
10. Pixie
11. Amnesiac
12. Grandmother
13. Bounty Hunter
14. Dawn

FABLED, JINXES & LORIC

Alchemist & Summoner

The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Innkeeper
4. Devil's Advocate
5. Cerenovus
6. Exorcist
7. Imp
8. Shabaloth
9. No Dashii
10. Lleech
11. Godfather
12. Professor
13. Amnesiac
14. Tinker
15. Moonchild
16. Grandmother
17. Bounty Hunter
18. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

7  **Godfather**
Show each of the Outsider tokens in play.

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

9  **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.

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

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

12  **Grandmother**
Show the marked character token. Point to the marked player.

13  **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.

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Sailor**
   The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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. **Exorcist**
   The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7. **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.
8. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
9. **No Dashii**
   The No Dashii points to a player. That player dies.
10. **Lleech**
    The Lleech points to a player. That player dies.
11. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
12. **Professor**
    If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
13. **Amnesiac**
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14. **Tinker**
    The Tinker might die.
15. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
16. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.