Negative Auras v1.0.0 *by Dominic*

Ventriloquist · Djinn · Hell's Librarian · Angel

TOWNSFOLK



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



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



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



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]



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Oracle
Each night*, you learn how many dead players are evil.



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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

OUTSIDER



Saint
If you die by execution, your team loses.



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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

MINION



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Witch
6. Grandmother
7. Seamstress
8. Noble
9. Balloonist
10. Spy
11. Mathematician
12. Dawn

FABLED, JINXES & LORIC

Heretic & Spy

Only 1 jinxed character can be in play.

FABLED

Djinn

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

Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.

Angel

Something bad might happen to whoever is most responsible for the death of a new player.

LORIC

Ventriloquist

If a player is mad as a fresh character during their nomination, they might not die if executed today.

RECOMMENDED TRAVELLERS

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Deviant

If you were funny today, you cannot die by exile.

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Monk
4. Witch
5. Shabaloth
6. No Dashii
7. Vigormortis
8. Assassin
9. Choirboy
10. Grandmother
11. Oracle
12. Seamstress
13. Balloonist
14. King
15. Spy
16. Mathematician
17. 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

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

7  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

9  **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.

10  **Spy**
Show the Grimoire to the Spy for as long as they need.

11  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4. **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
6. **No Dashii**
   The No Dashii points to a player. That player dies.
7. **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.
8. **Assassin**
   If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
9. **Choirboy**
   If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
10. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
11. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12. **Seamstress**
    If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
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. **King**
    If there are more dead than living, show the King a character token of a living player.
15. **Spy**
    Show the Grimoire to the Spy for as long as they need.
16. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.