Full Deck v1.0.0 *by Scryptman*

Djinn

TOWNSFOLK



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



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



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



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



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.



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



Tea Lady
If both your alive neighbours are good, they can't die.

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



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



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

MINION



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

DEMON



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



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



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. Magician
5. King
6. Marionette
7. Preacher
8. Fortune Teller
9. Clockmaker
10. Bounty Hunter
11. Leviathan
12. Dawn

FABLED, JINXES & LORIC

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Magician & Vizier
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

Summoner & Lord of Typhon
If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

Summoner & Zombuul
If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

Summoner & Clockmaker
The Summoner registers as the Demon to the Clockmaker.

Vizier & Preacher
If the Vizier loses their ability, they learn this, and cannot die during the day.

Summoner & Preacher
If the living Summoner has no ability, the Storyteller has the Summoner ability.

Leviathan & King
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

Magician & Marionette
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Preacher
3. Gambler
4. Scarlet Woman
5. Imp
6. Zombuul
7. Sweetheart
8. Choirboy
9. Moonchild
10. Fortune Teller
11. Oracle
12. King
13. Bounty Hunter
14. Leviathan
15. 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		**Magician**
5		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
7		**Preacher** The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
8		**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.
9		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10		**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.
11		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
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. 
   Preacher
   The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
3. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. 
   Scarlet Woman
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5. 
   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.
6. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
7. 
   Sweetheart
   Choose a player that is drunk.
8. 
   Choirboy
   If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
9. 
   Moonchild
   If the Moonchild used their ability to target a player today: If that player is good, they die.
10. 
    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.
11. 
    Oracle
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12. 
    King
    If there are more dead than living, show the King a character token of a living player.
13. 
    Bounty Hunter
    If the known evil player has died, point to another evil player.
14. 
    Leviathan
    Change the Leviathan Day reminder for the next day.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.