Single and Available v1.0.0 *by Jon*

Spirit of Ivory · Sentinel · Djinn

TOWNSFOLK



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



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



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



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Soldier
You are safe from the Demon.



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



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

OUTSIDER



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



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



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



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



Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON



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



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



Lil' Monsta

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lil' Monsta
6. Widow
7. Cerenovus
8. Mezepheles
9. Huntsman
10. Damsel
11. Investigator
12. Grandmother
13. Seamstress
14. Cult Leader
15. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Hatter

If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Widow & Damsel

If the Widow is (or has been) in play, the Damsel is poisoned.

Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

Lil' Monsta & Psychopath

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

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

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

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Cerenovus
4. Mezepheles
5. Lil' Monsta
6. Assassin
7. Gossip
8. Sweetheart
9. Huntsman
10. Damsel
11. Grandmother
12. Flowergirl
13. Town Crier
14. Seamstress
15. Juggler
16. Cult Leader
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  **Alchemist**
Show the Alchemist a not-in-play Minion token

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

6  **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

7  **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.

8  **Mezepheles**
Show the Mezepheles their secret word.

9  **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.

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

11  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

13  **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.

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

15 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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3 **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.

4 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5 **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.

6 **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.

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

8 **Sweetheart**
Choose a player that is drunk.

9 **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.

10 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

11 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

13 **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).

14 **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.

15 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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

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