Voting Rights v1.1.0 *by Vladka*

Djinn

TOWNSFOLK

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

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.

Undertaker
Each night*, you learn which character died by execution today.

Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.

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

Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

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

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

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

OUTSIDER

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

Zealot
If there are 5 or more players alive, you must vote for every nomination.

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

MINION

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

Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

Wraith
You may choose to open your eyes at night. You wake when other evil players do.

Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

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.

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

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.

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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Lunatic
6. Preacher
7. Lleech
8. Fearmonger
9. Butler
10. Cult Leader
11. D — Dawn

FABLED, JINXES & LORIC

Vortox & Banshee

If the Vortox kills the Banshee, all players learn that the Banshee has died.

Alchemist & Wraith

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

Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

Butler & Organ Grinder

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Fearmonger
4. Lunatic
5. Lycanthrope
6. Vortox
7. Lleech
8. Undertaker
9. Flowergirl
10. Town Crier
11. Cult Leader
12. Butler
13. 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 **Alchemist**
Show the Alchemist a not-in-play Minion token

5 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6 **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.

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

8 **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.

9 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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

11 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 **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 **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.

4 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

6 **Vortox**
The Vortox points to a player. That player dies.

7 **Lleech**
The Lleech points to a player. That player dies.

8 **Undertaker**
If a player was executed today: Show that player's character token.

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

10 **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).

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

12 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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