Glory & Punishment v1.0.0 *by Piranha*

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.

Empath
Each night, you learn how many of your 2 alive neighbours are evil.

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

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

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

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

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

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

Soldier
You are safe from the Demon.

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

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER

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

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

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

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

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

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

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

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

DEMON

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

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Sailor
6. Lil' Monsta
7. Poisoner
8. Godfather
9. Devil's Advocate
10. Pukka
11. Amnesiac
12. Investigator
13. Empath
14. Grandmother
15. Mathematician
16. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Vizier

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

Vizier & Investigator

The Storyteller doesn't declare the Vizier is in play.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Butcher

Each day, after the 1st execution, you may nominate again.

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Harlot

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

Scapegoat

If a player of your alignment is executed, you might be executed instead.

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Gambler
6. Devil's Advocate
7. Exorcist
8. Pukka
9. Po
10. Lil' Monsta
11. Assassin
12. Godfather
13. Gossip
14. Acrobat
15. Amnesiac
16. Grandmother
17. Ravenkeeper
18. Empath
19. Mathematician
20. 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 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

7 **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

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

10 **Pukka**
The Pukka points to a player. That player is poisoned.

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

13 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

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

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

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Philosopher**
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3. **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.
4. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7. **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.
8. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9. **Po**
   If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
10. **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.
11. **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.
12. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
13. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
14. **Acrobat**
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
15. **Amnesiac**
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
16. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17. **Ravenkeeper**
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
18. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
19. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
20. **Dawn**
    Wait for a few seconds. End the Night Phase.