Press Three for Demon v1.2.0 *by possibly Dave*

Djinn

TOWNSFOLK



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



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



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.



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



Soldier
You are safe from the Demon.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



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

OUTSIDER



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



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

MINION



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



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



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



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

DEMON



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



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



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



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. Poppy Grower
5. Poisoner
6. Pukka
7. Librarian
8. Fortune Teller
9. Grandmother
10. Spy
11. Dawn

FABLED, JINXES & LORIC

Summoner & Pukka

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

Spy & Poppy Grower

If the Poppy Grower has their ability, the Spy does not see the Grimoire.

Summoner & Poppy Grower

If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Innkeeper
5. Gambler
6. Exorcist
7. Imp
8. Pukka
9. No Dashii
10. Vigormortis
11. Assassin
12. Gossip
13. Acrobat
14. Moonchild
15. Grandmother
16. Fortune Teller
17. Spy
18. 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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

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

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

7  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

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

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

5  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

6  **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.

7  **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.

8  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9  **No Dashii**
The No Dashii points to a player. That player dies.

10  **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.

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

13  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

14  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

16  **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.

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

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