Wow, thanks minions... v1.0.0 *by ClockedBoi*

Djinn

TOWNSFOLK



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



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



Soldier
You are safe from the Demon.



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



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



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



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



Farmer
If you die at night, an alive good player becomes a Farmer.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

OUTSIDER



Saint
If you die by execution, your team loses.



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



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



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

MINION



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



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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



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

DEMON



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



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



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Courtier
7. Devil's Advocate
8. Pixie
9. Huntsman
10. Damsel
11. Empath
12. Cult Leader
13. General
14. Leviathan
15. Dawn

FABLED, JINXES & LORIC

Leviathan & Soldier

If the Leviathan nominates and executes the Soldier, good wins.

Vizier & Courtier

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

Leviathan & Farmer

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Leviathan & King

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

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Courtier
4. Devil's Advocate
5. Legion
6. Imp
7. Choirboy
8. Huntsman
9. Damsel
10. Farmer
11. Empath
12. King
13. Cult Leader
14. General
15. Leviathan
16. 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		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
7		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
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		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
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 **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.

3 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

4 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5 **Legion**
Choose a player, that player dies.

6 **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.

7 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

8 **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.

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

10 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

12 **King**
If there are more dead than living, show the King a character token of a living player.

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

14 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15 **Leviathan**
Change the Leviathan Day reminder for the next day.

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