Ancient Apparition v1.0.0 *by Shrolu*

Djinn

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



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



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



Oracle
Each night*, you learn how many dead players are evil.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



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



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



Saint
If you die by execution, your team loses.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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



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.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



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



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



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

Quick Reference

Ancient Apparition — by Shrolu

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Engineer
6. Poisoner
7. Courtier
8. Pixie
9. Chef
10. Butler
11. Dreamer
12. Balloonist
13. Spy
14. Dawn

FABLED, JINXES & LORIC

Recluse & Sage

The Recluse might register as the Demon to the Sage.

Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Engineer
3. Poisoner
4. Courtier
5. Scarlet Woman
6. Legion
7. Imp
8. Vortox
9. Barber
10. Sage
11. Dreamer
12. Flowergirl
13. Oracle
14. Balloonist
15. King
16. Butler
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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

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

7  **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.

8  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

9  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

11  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

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

14 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  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

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

4  **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.

5  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

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

9  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

10  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

11  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

14  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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

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

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

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