Pints and Poison v1.1.1 *by Gerryjunior*

Djinn

TOWNSFOLK

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.

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

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.

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.

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

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

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

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

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

OUTSIDER

Sweetheart
When you die, 1 player is drunk from now on.

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

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

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

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.

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

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

DEMON

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

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

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lunatic
6. Poisoner
7. Godfather
8. Empath
9. Fortune Teller
10. Grandmother
11. Dreamer
12. Mathematician
13. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Gambler
5. Monk
6. Lunatic
7. Imp
8. Fang Gu
9. No Dashii
10. Vigormortis
11. Assassin
12. Godfather
13. Acrobat
14. Barber
15. Sweetheart
16. Sage
17. Grandmother
18. Empath
19. Fortune Teller
20. Dreamer
21. Juggler
22. Mathematician
23. 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 **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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

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

9 **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.

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

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

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

13 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
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
Poisoner
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

5
Monk
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6
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.

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
Fang Gu
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

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
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

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

14
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.

15
Sweetheart
Choose a player that is drunk.

16
Sage
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

17
Grandmother
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

18
Empath
Show the finger signal (0, 1, 2) for the number of evil neighbours.

19
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.

20
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

21
Juggler
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

22
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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