Ode to Izalith v1.0.0 *by AlejoFBlack*

Djinn

TOWNSFOLK

Steward
You start knowing 1 good player.

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

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

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

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

High Priestess
Each night, learn which player the Storyteller believes you should talk to most.

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

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

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

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

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

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

Alchemist
You have a not-in-play Minion ability.

OUTSIDER

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

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

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.

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

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

MINION

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

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]

Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

DEMON

Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Snake Charmer
7. Cerenovus
8. Damsel
9. Librarian
10. Chef
11. Empath
12. Bounty Hunter
13. Dawn

FABLED, JINXES & LORIC

Riot & Atheist

During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Snake Charmer
4. Cerenovus
5. Scarlet Woman
6. Damsel
7. Empath
8. Juggler
9. Bounty Hunter
10. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Alchemist**
   Show the Alchemist a not-in-play Minion token
5. **Poppy Grower**
   Do not inform the Demon/Minions who each other are
6. **Snake Charmer**
   The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7. **Cerenovus**
   The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8. **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9. **Librarian**
   Show the character token of an Outsider in play. Point to two players, one of which is that character.
10. **Chef**
    Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12. **Bounty Hunter**
    Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

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

3 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

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

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

8 **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.

9 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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