# Advent of Lunacy v1.0.4 *by AndyKills457*

Djinn Sentinel

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



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



**Amnesiac**
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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



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



**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.



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



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



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



**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.



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



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



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

## OUTSIDER



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



**Mutant**
If you are "mad" about being an Outsider, you might be executed.



**Politician**
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



**Goon**
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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

## MINION



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



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



**Evil Twin**
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



**Wizard**
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



**Mezepheles**
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

## DEMON



**Yaggababble**
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



**Shabaloth**
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



**Ojo**
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# Quick Reference

*Advent of Lunacy — by AndyKills457*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lunatic
6. Evil Twin
7. Cerenovus
8. Mezepheles
9. Pixie
10. Damsel
11. Amnesiac
12. Empath
13. Fortune Teller
14. Cult Leader
15. Dawn

## FABLED, JINXES & LORIC

**Yaggababble & Exorcist**

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

### FABLED

**Djinn**

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

**Sentinel**

There might be 1 extra or 1 fewer Outsider in play.

### RECOMMENDED TRAVELLERS

**Butcher**

Each day, after the 1st execution, you may nominate again.

**Barista**

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Gunslinger**

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

**Harlot**

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

## OTHER NIGHTS

1. Dusk
2. Gambler
3. Cerenovus
4. Mezepheles
5. Lunatic
6. Exorcist
7. Shabaloth
8. No Dashii
9. Damsel
10. Amnesiac
11. Empath
12. Fortune Teller
13. Cult Leader
14. 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

*Advent of Lunacy — by AndyKills457*

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  **Alchemist**
Show the Alchemist a not-in-play Minion token

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  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

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  **Mezepheles**
Show the Mezepheles their secret word.

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

10  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

13  **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.

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

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

# Other Nights

*Advent of Lunacy — by AndyKills457*

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

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

3  **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.

4  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5  **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.

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  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

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

10  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

12  **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.

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

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