Backalley Trickshots v1.0.0 *by Max*

Djinn

TOWNSFOLK



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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]



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



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



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



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



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



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

OUTSIDER



Tinker
You might die at any time.



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.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



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



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

Backalley Trickshots — by Max

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Courtier
5. Snake Charmer
6. Godfather
7. Witch
8. Pukka
9. Washerwoman
10. Librarian
11. Clockmaker
12. Dreamer
13. Bounty Hunter
14. Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Kazali

If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Courtier
3. Innkeeper
4. Gambler
5. Snake Charmer
6. Witch
7. Scarlet Woman
8. Pukka
9. Godfather
10. Sweetheart
11. Tinker
12. Ravenkeeper
13. Dreamer
14. Bounty Hunter
15. 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		**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.
5		**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.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
8		**Pukka** The Pukka points to a player. That player is poisoned.
9		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
10		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		**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.
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 **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.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

5 **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.

6 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

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

8 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

10 **Sweetheart**
Choose a player that is drunk.

11 **Tinker**
The Tinker might die.

12 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

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

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