But what about second zombuul? v1.0.0 *by Ludo*

Djinn · Spirit of Ivory

TOWNSFOLK



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.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Town Crier
Each night*, you learn if a Minion nominated today.



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



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.



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



Pacifist
Executed good players might not die.



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

OUTSIDER



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



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



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



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

MINION



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snake Charmer
6. Godfather
7. Investigator
8. Clockmaker
9. Dreamer
10. Spy
11. Dawn

FABLED, JINXES & LORIC

Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

FABLED

Djinn

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

Spirit of Ivory

There can't be more than 1 extra evil player.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Innkeeper
4. Gambler
5. Snake Charmer
6. Pit-Hag
7. Scarlet Woman
8. Zombuul
9. Godfather
10. Gossip
11. Barber
12. Sweetheart
13. Ravenkeeper
14. Dreamer
15. Town Crier
16. Spy
17. 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		**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		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
8		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
9		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		**Spy** Show the Grimoire to the Spy for as long as they need.
11	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 **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 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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

8 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

10 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

11 **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.

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

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

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

15 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

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