Happily Never After v1.1.0 *by Gorlan*

Sentinel Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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



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



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



Tea Lady
If both your alive neighbours are good, they can't die.



Fool
The first time you die, you don't.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Saint
If you die by execution, your team loses.



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



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

MINION



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



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



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



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



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. King
6. Devil's Advocate
7. Witch
8. Pukka
9. Huntsman
10. Damsel
11. Nightwatchman
12. D — Dawn

FABLED, JINXES & LORIC

Pit-Hag & Village Idiot

If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

Magician & Vizier

If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

FABLED

Sentinel

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

Djinn

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

RECOMMENDED TRAVELLERS

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Deviant

If you were funny today, you cannot die by exile.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

1. D — Dusk
2. Devil's Advocate
3. Witch
4. Pit-Hag
5. Pukka
6. Po
7. Assassin
8. Gossip
9. Choirboy
10. Huntsman
11. Damsel
12. King
13. Nightwatchman
14. D — 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.  **Magician**
5.  **King**
   Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6.  **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
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.  **Huntsman**
   The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
10.  **Damsel**
    Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11.  **Nightwatchman**
    The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
12. D **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

4 **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.

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

6 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

7 **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.

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

9 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

10 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

12 **King**
If there are more dead than living, show the King a character token of a living player.

13 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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