High Society v1.0.1 *by Rhea*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



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



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.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



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



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

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



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



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

MINION



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



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



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

DEMON



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



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



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



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

High Society — by Rhea

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Devil's Advocate
6. Pixie
7. Empath
8. Noble
9. Spy
10. General
11. Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir

The Storyteller doesn't declare the Vizier is in play.

Spy & Ogre

The Spy registers as evil to the Ogre.

Marionette & Kazali

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Monk
3. Devil's Advocate
4. No Dashii
5. Vortox
6. Ravenkeeper
7. Empath
8. Juggler
9. Spy
10. General
11. 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

High Society — by Rhea

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		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
6		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
7		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		**Noble** Point to 3 players including one evil player, in no particular order.
9		**Spy** Show the Grimoire to the Spy for as long as they need.
10		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
11	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

High Society — by Rhea

1. **Dusk**
   Start the Night Phase.
2. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
3. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4. **No Dashii**
   The No Dashii points to a player. That player dies.
5. **Vortox**
   The Vortox points to a player. That player dies.
6. **Ravenkeeper**
   If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character 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. **Spy**
   Show the Grimoire to the Spy for as long as they need.
10. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
11. **Dawn**
    Wait for a few seconds. End the Night Phase.