You're Gonna Make Me Sum! v1.0.0 *by HABBY*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



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.



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Snitch
Minions start knowing 3 not-in-play characters.



Saint
If you die by execution, your team loses.



Plague Doctor
When you die, the Storyteller gains a Minion ability.

MINION



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMON



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



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



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



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Snitch
7. King
8. Marionette
9. Preacher
10. Lleech
11. Poisoner
12. Grandmother
13. Chambermaid
14. Mathematician
15. Dawn

FABLED, JINXES & LORIC

Legion & Summoner
If Legion is summoned, all evil players become Legion.

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

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

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

Summoner & Kazali
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Lleech & Slayer
If the Slayer slays the Lleech host, the host dies.

Mathematician & Chambermaid
The Chambermaid can detect if the Mathematician will wake tonight.

Legion & Minstrel
If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

Lleech & Mastermind
If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Alchemist & Mastermind
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

Legion & Preacher
If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

Summoner & Preacher
If the living Summoner has no ability, the Storyteller has the Summoner ability.

Summoner & Poppy Grower
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

Mathematician & Marionette
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Preacher
4. Poisoner
5. Legion
6. Vortox
7. Lleech
8. Gossip
9. Acrobat
10. Choirboy
11. Grandmother
12. King
13. Chambermaid
14. Mathematician
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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**Snitch** After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
7		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
8		**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.
9		**Preacher** The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
10		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
11		**Poisoner** The Poisoner points to a player. That player is poisoned.
12		**Grandmother** Show the marked character token. Point to the marked player.
13		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
14		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15	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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Legion**
Choose a player, that player dies.

6 **Vortox**
The Vortox points to a player. That player dies.

7 **Lleech**
The Lleech 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 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

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

11 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

13 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

14 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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