No Lines, Just Letters v1.0.0 *by Nij*

Djinn

TOWNSFOLK



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



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



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



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



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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

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.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



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



Tinker
You might die at any time.

MINION



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



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



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



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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Witch
5. Librarian
6. Investigator
7. Dreamer
8. Noble
9. D — Dawn

FABLED, JINXES & LORIC

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

Recluse & Ogre
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

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

Yaggababble & Exorcist
If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

Cannibal & Juggler
If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Vizier & Politician
The Politician might register as evil to the Vizier.

FABLED

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

OTHER NIGHTS

1. D — Dusk
2. Monk
3. Witch
4. Exorcist
5. Zombuul
6. Gossip
7. Sweetheart
8. Tinker
9. Dreamer
10. Juggler
11. 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		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
5		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
6		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
7		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
8		**Noble** Point to 3 players including one evil player, in no particular order.
9	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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

4 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

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

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

8 **Tinker**
The Tinker might die.

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

10 **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.

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