The Big Tent Heart's Desire v1.0.0 by ZK.

Djinn

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



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



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.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



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



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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

OUTSIDER



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



Tinker
You might die at any time.



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



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



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

The Big Tent Heart's Desire — by ZK.

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Marionette
6. Fearmonger
7. Amnesiac
8. Chef
9. Empath
10. Fortune Teller
11. Grandmother
12. Cult Leader
13. Dawn

FABLED, JINXES & LORIC

Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

Scarlet Woman & Al-Hadikhia

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Gambler
3. Fearmonger
4. Scarlet Woman
5. Al-Hadikhia
6. Acrobat
7. Amnesiac
8. Tinker
9. Grandmother
10. Empath
11. Fortune Teller
12. Juggler
13. Cult Leader
14. 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 **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.

6 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

9 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

10 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

11 **Grandmother**
Show the marked character token. Point to the marked player.

12 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

13 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 

Gambler

The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3 

Fearmonger

The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

4 

Scarlet Woman

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

5 

Al-Hadikhia

The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

6 

Acrobat

If a good living neighbour is drunk or poisoned, the Acrobat player dies.

7 

Amnesiac

If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8 

Tinker

The Tinker might die.

9 

Grandmother

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

10 

Empath

Show the finger signal (0, 1, 2) for the number of evil neighbours.

11 

Fortune Teller

The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

12 

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.

13 

Cult Leader

If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

14 D

Dawn

Wait for a few seconds. End the Night Phase.