Any% v1.0.0 *by George*

Djinn

TOWNSFOLK

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

Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

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.

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

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

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

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

Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Alchemist
You have a not-in-play Minion ability.

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

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

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

OUTSIDER

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

Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

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

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

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

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

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

DEMON

Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

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. Philosopher
5. Alchemist
6. Poppy Grower
7. Lunatic
8. Poisoner
9. Widow
10. Snake Charmer
11. Pixie
12. Amnesiac
13. Washerwoman
14. Investigator
15. Empath
16. Dreamer
17. Dawn

FABLED, JINXES & LORIC

Heretic & Baron

Only 1 jinxed character can be in play.

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.

Widow & Poppy Grower

If the Poppy Grower has their ability, the Widow does not see the Grimoire.

Heretic & Widow

Only 1 jinxed character can be in play.

Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Poisoner
5. Snake Charmer
6. Lunatic
7. Legion
8. Shabaloth
9. Acrobat
10. Sweetheart
11. Professor
12. Amnesiac
13. Empath
14. Dreamer
15. Juggler
16. 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. **Dusk**
   Start the Night Phase.
2. **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. **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.
   Philosopher
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5.
   Alchemist
   Show the Alchemist a not-in-play Minion token
6.
   Poppy Grower
   Do not inform the Demon/Minions who each other are
7.
   Lunatic
   If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
8.
   Poisoner
   The Poisoner points to a player. That player is poisoned.
9.
   Widow
   Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
10.
    Snake Charmer
    The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
11.
    Pixie
    Show the Pixie 1 in-play Townsfolk character token.
12.
    Amnesiac
    Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13.
    Washerwoman
    Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
14.
    Investigator
    Show the character token of a Minion in play. Point to two players, one of which is that character.
15.
    Empath
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
16.
    Dreamer
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

5 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

8 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

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

11 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

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

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

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

15 **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.

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