Devilish Shenanigans v1.1.0 *by Mikołaj*

Doomsayer · Deus ex Fiasco · Djinn

TOWNSFOLK



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



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.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



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



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



Hermit
You have all Outsider abilities. [-0 or -1 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.



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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

Quick Reference

Devilish Shenanigans — by Mikołaj

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Godfather
6. Pukka
7. Amnesiac
8. Empath
9. Fortune Teller
10. Dreamer
11. Noble
12. Balloonist
13. Dawn

FABLED, JINXES & LORIC

Boffin & Drunk

The Demon cannot have the Drunk ability.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Doomsayer

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

Deus ex Fiasco

At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.

Djinn

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

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Scarlet Woman
4. Lycanthrope
5. Pukka
6. Godfather
7. Sweetheart
8. Amnesiac
9. Tinker
10. Ravenkeeper
11. Empath
12. Fortune Teller
13. Dreamer
14. Balloonist
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. **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. **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. **Godfather**
   Show each of the Outsider tokens in play.
6. **Pukka**
   The Pukka points to a player. That player is poisoned.
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. **Empath**
   Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9. **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.
10. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11. **Noble**
    Point to 3 players including one evil player, in no particular order.
12. **Balloonist**
    Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

4  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

6  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

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

9  **Tinker**
The Tinker might die.

10  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

12  **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.

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

14  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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