Advanced Mode v1.0.1 *by Wedge McCloud*

Djinn

TOWNSFOLK

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

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

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

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

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

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.

Undertaker
Each night*, you learn which character died by execution today.

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

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

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER

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.

Saint
If you die by execution, your team loses.

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

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

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

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION

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

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.

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

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

DEMON

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

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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

Quick Reference

Advanced Mode — by Wedge McCloud

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Widow
6. Godfather
7. Cerenovus
8. Pukka
9. Pixie
10. Damsel
11. Librarian
12. Chef
13. Fortune Teller
14. Grandmother
15. Seamstress
16. Balloonist
17. Dawn

FABLED, JINXES & LORIC

Widow & Damsel

If the Widow is (or has been) in play, the Damsel is poisoned.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Cerenovus
5. Imp
6. Pukka
7. Po
8. Vortox
9. Assassin
10. Godfather
11. Gossip
12. Sweetheart
13. Damsel
14. Grandmother
15. Ravenkeeper
16. Fortune Teller
17. Undertaker
18. Seamstress
19. Balloonist
20. 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

Advanced Mode — by Wedge McCloud

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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

5 **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.

6 **Godfather**
Show each of the Outsider tokens in play.

7 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8 **Pukka**
The Pukka points to a player. That player is poisoned.

9 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

13 **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.

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

15 **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16 **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.

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

Other Nights

Advanced Mode — by Wedge McCloud

1 **Dusk**
Start the Night Phase.

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

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

4 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

7 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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

9 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

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

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

13 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

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

16 **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.

17 **Undertaker**
If a player was executed today: Show that player's character token.

18 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

19 **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.

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