Airtime Showtime Version 4.0 v4.0.0 *by Meowfie*

Djinn

TOWNSFOLK



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



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



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



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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



Pacifist
Executed good players might not die.



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



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



Soldier
You are safe from the Demon.



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



Tea Lady
If both your alive neighbours are good, they can't die.



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.

OUTSIDER



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



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



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



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

MINION



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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



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

DEMON



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Lleech
6. Poisoner
7. Amnesiac
8. Chef
9. Fortune Teller
10. Dawn

FABLED, JINXES & LORIC

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Marionette & Kazali
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Summoner & Kazali
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Lleech & Mastermind
If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

FABLED

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

RECOMMENDED TRAVELLERS

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Imp
5. Fang Gu
6. Lleech
7. Sweetheart
8. Professor
9. Amnesiac
10. Ravenkeeper
11. Fortune Teller
12. 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		**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		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
6		**Poisoner** The Poisoner 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		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
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	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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4 **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.

5 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

6 **Lleech**
The Lleech points to a player. That player dies.

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

8 **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.

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

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

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