Test_characters_3 v1.0.0 *by Json*

Revolutionary · Sentinel · Spirit of Ivory · Storm Catcher · Toymaker · Djinn

TOWNSFOLK



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



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



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



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



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



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



Soldier
You are safe from the Demon.



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



Town Crier
Each night*, you learn if a Minion nominated today.



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



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



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

OUTSIDER



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



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.



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



Saint
If you die by execution, your team loses.



Snitch
Minions start knowing 3 not-in-play characters.



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



Tinker
You might die at any time.

MINION



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON



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



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



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



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



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

Test_characters_3 — by Json

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poppy Grower
6. Snitch
7. Sailor
8. Preacher
9. Poisoner
10. Widow
11. Snake Charmer
12. Witch
13. Pukka
14. Pixie
15. Washerwoman
16. Seamstress
17. Spy
18. Dawn

FABLED, JINXES & LORIC

Riot & Ravenkeeper

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot & Soldier

If Riot nominates and executes the Soldier, good wins.

Riot & Sage

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Recluse & Sage

The Recluse might register as the Demon to the Sage.

Widow & Poppy Grower

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

Spy & Poppy Grower

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

Pit-Hag & Politician

If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

FABLED

Revolutionary

2 neighboring players are known to be the same alignment. Once per game, 1 of them registers falsely.

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

Spirit of Ivory

There can't be more than 1 extra evil player.

Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

Djinn

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

LORIC

Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

RECOMMENDED TRAVELLERS

Scapegoat

If a player of your alignment is executed, you might be executed instead.

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Sailor
5. Preacher
6. Poisoner
7. Snake Charmer
8. Witch
9. Pit-Hag
10. Scarlet Woman
11. Zombuul
12. Pukka
13. Shabaloth
14. Po
15. Vortox
16. Vigormortis
17. Sweetheart
18. Sage
19. Professor
20. Tinker
21. Ravenkeeper
22. Undertaker
23. Town Crier
24. Seamstress
25. Spy
26. 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  **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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

6  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

7  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

10  **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.

11  **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.

12  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

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

15  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

16  **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.

17  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

Other Nights

Test_characters_3 — by Json

1 **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  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

7  **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.

8  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

9  **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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

11  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

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

14  **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

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

16  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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

18  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

19  **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.

20  **Tinker**
The Tinker might die.

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

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

23  **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

24 **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.

25 **Spy**
Show the Grimoire to the Spy for as long as they need.

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