# Alchemical Schism v1.0.0 *by Tirlas*

Djinn

## TOWNSFOLK



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



### 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]



### 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.



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



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



### 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.



### Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



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

## OUTSIDER



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



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



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



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

## MINION



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



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



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



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

## DEMON



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### 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.



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Magician
8. Lunatic
9. Marionette
10. Cerenovus
11. Pukka
12. Pixie
13. Washerwoman
14. Fortune Teller
15. Grandmother
16. Dreamer
17. Seamstress
18. Balloonist
19. 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.

**Alchemist & Summoner**
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

**Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

**Summoner & Pukka**
The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

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

**Summoner & Poppy Grower**
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

**Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

**Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Innkeeper
5. Cerenovus
6. Lunatic
7. Pukka
8. Vigormortis
9. Acrobat
10. Sweetheart
11. Grandmother
12. Fortune Teller
13. Dreamer
14. Seamstress
15. Balloonist
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 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

6  **Poppy Grower**
Do not inform the Demon/Minions who each other are

7  **Magician**

8  **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.

9  **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.

10  **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.

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

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

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

14  **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.

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

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

17  **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.

18  **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.

19 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 
**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 
**Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5 
**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.

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

8 
**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.

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

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

11 
**Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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 
**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.

15 
**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.

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