# Ye Olde Renaissance Faire v2.0.0 *by Brockwell*

Djinn

## TOWNSFOLK

**Steward**
You start knowing 1 good player.

**Knight**
You start knowing 2 players that are not the Demon.

**Chambermaid**
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

**King**
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

**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.

**Flowergirl**
Each night*, you learn if a Demon voted today.

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

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

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

**Juggler**
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

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

**Choirboy**
If the Demon kills the King, you learn which player is the Demon. [+ the King]

**Minstrel**
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

## OUTSIDER

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

**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.

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

## MINION

**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.

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

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

**Vizier**
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

## DEMON

**No Dashii**
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. King
6. Poisoner
7. Cerenovus
8. Damsel
9. Fortune Teller
10. Chambermaid
11. Dawn

## FABLED, JINXES & LORIC

**Scarlet Woman & Fang Gu**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

**Pit-Hag & Damsel**

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Bone Collector**

Once per game, at night, choose a dead player: they regain their ability until dusk.

**Bureaucrat**

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

**Deviant**

If you were funny today, you cannot die by exile.

**Thief**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Monk
5. Cerenovus
6. Pit-Hag
7. Scarlet Woman
8. Fang Gu
9. No Dashii
10. Vortox
11. Sweetheart
12. Choirboy
13. Damsel
14. Fortune Teller
15. Flowergirl
16. Juggler
17. King
18. Chambermaid
19. 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

**King**

Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6

**Poisoner**

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

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

**Damsel**

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

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

**Chambermaid**

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

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

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 **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.

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

8 **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.

9 **No Dashii**
The No Dashii points to a player. That player dies.

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

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

12 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

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

14 **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.

15 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

16 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

17 **King**
If there are more dead than living, show the King a character token of a living player.

18 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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