# Puzzles and Ploys v1.0.0 *by Marelyn C*

Djinn

## TOWNSFOLK



### Empath
Each night, you learn how many of your 2 alive neighbours are evil.



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



### Alchemist
You have a not-in-play Minion ability.



### Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

## 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.



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

## MINION



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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

## DEMON



### Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Devil's Advocate
6. Empath
7. Dreamer
8. Dawn

## FABLED, JINXES & LORIC

**Scarlet Woman & Al-Hadikhia**

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

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. Scarlet Woman
4. Exorcist
5. Al-Hadikhia
6. Professor
7. Empath
8. Dreamer
9. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

6  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

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

8 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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

4 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

5 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

6 **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.

7 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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

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