A HC +#7-@ -

v1.0.0 by The Hol

Djinn

TOWNSFOLK



Pacifist
Executed good players might not die.



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



Soldier
You are safe from the Demon.



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



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



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



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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

OUTSIDER



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



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



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



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

DEMON



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



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.



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



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

Quick Reference

A Hg Th7Bd -

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Sailor
6. Lleech
7. Snake Charmer
8. Godfather
9. Devil's Advocate
10. Mezepheles
11. Pukka
12. Bounty Hunter
13. General
14. Dawn

FABLED, JINXES & LORIC

Heretic & Godfather
Only 1 jinxed character can be in play.

Heretic & Lleech
Only 1 jinxed character can be in play.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Innkeeper
4. Snake Charmer
5. Devil's Advocate
6. Mezepheles
7. Pukka
8. Vigormortis
9. Lleech
10. Godfather
11. Bounty Hunter
12. General
13. 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

A Hg Th7Bd -

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		**Magician**
5		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
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		**Godfather** Show each of the Outsider tokens in play.
9		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		**Mezepheles** Show the Mezepheles their secret word.
11		**Pukka** The Pukka points to a player. That player is poisoned.
12		**Bounty Hunter** Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
13		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

A Hg Th7Bd -

1	D	**Dusk** Start the Night Phase.
2		**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.
3		**Innkeeper** The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		**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.
5		**Devil's Advocate** The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		**Mezepheles** Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
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		**Lleech** The Lleech points to a player. That player dies.
10		**Godfather** If an Outsider died today: The Godfather points to a player. That player dies.
11		**Bounty Hunter** If the known evil player has died, point to another evil player.
12		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.