My McDonalds Happy Meal Came With 43 Jinxes

v1.43.1 by concavz

Ventriloquist · Pope · Sentinel · Deus ex Fiasco · Djinn

TOWNSFOLK



Preacher

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Innkeeper

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



Exorcist

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Soldier

You are safe from the Demon.



Alchemist

You have a not-in-play Minion ability.



Farmer

If you die at night, an alive good player becomes a Farmer.



Sage

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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



Goon

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Hatter

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



Politician

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



Heretic

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

MINION



Spy

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



Pit-Hag

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



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



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Riot

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poppy Grower
6. Magician
7. Engineer
8. Preacher
9. Lil' Monsta
10. Cult Leader
11. Spy
12. Leviathan
13. D — Dawn

FABLED, JINXES & LORIC

Pit-Hag & Village Idiot
If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

Boffin & Village Idiot
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Leviathan & Hatter
The Leviathan cannot enter play after day 5.

Legion & Hatter
If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Lil' Monsta & Hatter
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Legion & Summoner
If Legion is summoned, all evil players become Legion.

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.

Lil' Monsta & Magician
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Riot & Soldier
If Riot nominates and executes the Soldier, good wins.

Leviathan & Soldier
If the Leviathan nominates and executes the Soldier, good wins.

Riot & Mayor
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

Leviathan & Mayor
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

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

Alchemist & Spy
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

Magician & Spy
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Plague Doctor & Spy
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

Riot & Exorcist
If Riot nominates and executes the Exorcist-chosen player, good wins.

Leviathan & Exorcist
If the Leviathan nominates and executes the Exorcist-chosen player, good wins.

Riot & Innkeeper
If Riot nominates and executes an Innkeeper-protected player, good wins.

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Engineer
4. Preacher
5. Innkeeper
6. Pit-Hag
7. Exorcist
8. Legion
9. Lil' Monsta
10. Sage
11. Farmer
12. Cult Leader
13. Spy
14. Leviathan
15. D — Dawn

Leviathan & Innkeeper

If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

Pit-Hag & Goon

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

Boffin & Goon

If the Demon has the Goon ability, they can't turn good due to this ability.

Riot & Sage

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

Leviathan & Sage

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

Leviathan & Pit-Hag

The Leviathan cannot enter play after day 5.

Heretic & Pit-Hag

Only 1 jinxed character can be in play.

Summoner & Pit-Hag

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Riot & Farmer

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

Leviathan & Farmer

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

Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

Summoner & Preacher

If the living Summoner has no ability, the Storyteller has the Summoner ability.

Pit-Hag & Cult Leader

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

Boffin & Cult Leader

If the Demon has the Cult Leader ability, they can't turn good due to this ability.

Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

Summoner & Engineer

If the living Summoner is removed from play, the Storyteller has the Summoner ability.

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Spy & Poppy Grower

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

Summoner & Poppy Grower

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

Boffin & Heretic

The Demon cannot have the Heretic ability.

Legion & Politician

The Politician might register as evil to Legion.

Pit-Hag & Politician

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

Boffin & Politician

The Demon cannot have the Politician ability.

Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED



Sentinel

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



Deus ex Fiasco

At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.



Djinn

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

LORIC



Ventriloquist

If a player is mad as a fresh character during their nomination, they might not die if executed today.



Pope

There are duplicate good characters in play. They might also be bluffs.

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.  **Poppy Grower**
   Do not inform the Demon/Minions who each other are
6.  **Magician**
7.  **Engineer**
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
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.  **Lil' Monsta**
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
10.  **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
11.  **Spy**
    Show the Grimoire to the Spy for as long as they need.
12.  **Leviathan**
    Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
13. 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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 **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.

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

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 **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.

8 **Legion**
Choose a player, that player dies.

9 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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

11 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

12 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

14 **Leviathan**
Change the Leviathan Day reminder for the next day.

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