Xortox v1.1.0 *by Dekcin*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



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



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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.



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



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

OUTSIDER



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



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



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



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

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.



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



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

DEMON



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lunatic
6. King
7. Marionette
8. Pixie
9. Amnesiac
10. Librarian
11. Clockmaker
12. Balloonist
13. Bounty Hunter
14. Spy
15. Dawn

FABLED, JINXES & LORIC

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

Recluse & Sage
The Recluse might register as the Demon to the Sage.

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

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

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

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

OTHER NIGHTS

1. Dusk
2. Monk
3. Pit-Hag
4. Scarlet Woman
5. Lunatic
6. Lycanthrope
7. Legion
8. Vortox
9. Sage
10. Amnesiac
11. Farmer
12. Balloonist
13. King
14. Bounty Hunter
15. Spy
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		**Magician**
5		**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.
6		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		**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.
8		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
9		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		**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.
13		**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.
14		**Spy** Show the Grimoire to the Spy for as long as they need.
15	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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

3 **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.

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

5 **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.

6 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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

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

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

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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 **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.

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

14 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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

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