

TOWNSFOLK



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.



Empath

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



High Priestess

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



Dreamer

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



Flowergirl

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Artist

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



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill 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.



Mayor

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



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.



Sweetheart

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

MINION



Godfather

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



Spy

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



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



Yaggababble

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



Vortex

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

Jinxless in Seattle — by Cowie

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Marionette
- 5  Godfather
- 6  Pixie
- 7  Amnesiac
- 8  Librarian
- 9  Empath
- 10  Dreamer
- 11  Spy
- 12  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Scarlet Woman
- 3  Legion
- 4  Vortex
- 5  Assassin
- 6  Godfather
- 7  Gossip
- 8  Sweetheart
- 9  Amnesiac
- 10  Farmer
- 11  Empath
- 12  Dreamer
- 13  Flowergirl
- 14  Spy
- 15  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

Jinxless in Seattle — by Cowie

1		Dusk Start the Night Phase.
2		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		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		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.
5		Godfather Show each of the Outsider tokens in play.
6		Pixie Show the Pixie 1 in-play Townsfolk character token.
7		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Spy Show the Grimoire to the Spy for as long as they need.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Jinxless in Seattle — by Cowie

1		Dusk Start the Night Phase.
2		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
3		Legion Choose a player, that player dies.
4		Vortex The Vortex points to a player. That player dies.
5		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
6		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
7		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
8		Sweetheart Choose a player that is drunk.
9		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		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.
11		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Dawn Wait for a few seconds. End the Night Phase.