Beacon of the Red World v1.0.0 *by qqwawawawa*

Ferryman Djinn

TOWNSFOLK



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



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



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



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



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



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

OUTSIDER



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.



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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

DEMON



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



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.

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. Preacher
7. Lil' Monsta
8. Lleech
9. Mezepheles
10. Huntsman
11. Damsel
12. Amnesiac
13. Balloonist
14. Cult Leader
15. D — Dawn

FABLED, JINXES & LORIC

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

Lil' Monsta & Vizier
If the Vizier is babysitting Lil' Monsta, they die when executed.

Vizier & Preacher
If the Vizier loses their ability, they learn this, and cannot die during the day.

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.

Vizier & Politician
The Politician might register as evil to the Vizier.

Lil' Monsta & Psychopath
If the Psychopath is babysitting Lil' Monsta, they die when executed.

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

FABLED

Ferryman
On the final day, all dead players regain their vote token.

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

RECOMMENDED TRAVELLERS

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Matron
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Butcher
Each day, after the 1st execution, you may nominate again.

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Preacher
4. Mezepheles
5. Lycanthrope
6. Lleech
7. Lil' Monsta
8. Huntsman
9. Damsel
10. Amnesiac
11. Balloonist
12. Cult Leader
13. D — 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		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**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.
7		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
9		**Mezepheles** Show the Mezepheles their secret word.
10		**Huntsman** The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
11		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
12		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		**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.
14		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
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		**Poppy Grower** If the Poppy Grower has died, show the Minions/Demon who each other are.
3		**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.
4		**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.
5		**Lycanthrope** The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		**Lleech** The Lleech points to a player. That player dies.
7		**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.
8		**Huntsman** The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
9		**Damsel** If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
10		**Amnesiac** If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		**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.
12		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.