Siquijor v1.0.0 *by keevolution*

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



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



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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



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]



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



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



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

OUTSIDER



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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



Saint
If you die by execution, your team loses.



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

MINION



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Preacher
5. Poisoner
6. Snake Charmer
7. Witch
8. Fearmonger
9. Mezepheles
10. Pukka
11. Washerwoman
12. Chef
13. Grandmother
14. Seamstress
15. Bounty Hunter
16. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



Butcher

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

OTHER NIGHTS

1. Dusk
2. Preacher
3. Poisoner
4. Snake Charmer
5. Monk
6. Witch
7. Fearmonger
8. Mezepheles
9. Exorcist
10. Imp
11. Zombuul
12. Pukka
13. Shabaloth
14. Barber
15. Farmer
16. Grandmother
17. Seamstress
18. Bounty Hunter
19. 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  **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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

6  **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.

7  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

9  **Mezepheles**
Show the Mezepheles their secret word.

10  **Pukka**
The Pukka points to a player. That player is poisoned.

11  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

12  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

13  **Grandmother**
Show the marked character token. Point to the marked player.

14  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

15  **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.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **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.

3  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7  **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

8  **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.

9  **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.

10  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

11  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

12  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

13  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

14  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

15  **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.

16  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

17  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

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