# Lycan' Lollipops v1.1.0 *by Nij*

Spirit of Ivory · Djinn

## TOWNSFOLK



### Steward
You start knowing 1 good player.



### Noble
You start knowing 3 players, 1 and only 1 of which is evil.



### 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]



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



### 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.



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



### Oracle
Each night*, you learn how many dead players are evil.



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



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



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

## OUTSIDER



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

## MINION



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



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



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## DEMON



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### 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

*Lycan' Lollipops — by Nij*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Magician
6. Evil Twin
7. Pixie
8. Chef
9. Empath
10. Seamstress
11. Noble
12. Bounty Hunter
13. Spy
14. Dawn

## FABLED, JINXES & LORIC

**Spy & Ogre**
The Spy registers as evil to the Ogre.

**Recluse & Ogre**
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

**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.

**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

**Spirit of Ivory**
There can't be more than 1 extra evil player.

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

### RECOMMENDED TRAVELLERS

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

**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.

**Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

**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.

**Scapegoat**
If a player of your alignment is executed, you might be executed instead.

## OTHER NIGHTS

1. Dusk
2. Lycanthrope
3. Legion
4. Moonchild
5. Empath
6. Oracle
7. Seamstress
8. Bounty Hunter
9. Spy
10. 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

*Lycan' Lollipops — by Nij*

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  **Magician**

6  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

7  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

9  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

10  **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.

11  **Noble**
Point to 3 players including one evil player, in no particular order.

12  **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.

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

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

# Other Nights

*Lycan' Lollipops — by Nij*

| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 |  | **Lycanthrope**<br>The Lycanthrope points to a living player: if good, they die and no one else can die tonight. |
| 3 |  | **Legion**<br>Choose a player, that player dies. |
| 4 |  | **Moonchild**<br>If the Moonchild used their ability to target a player today: If that player is good, they die. |
| 5 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil neighbours. |
| 6 |  | **Oracle**<br>Show the hand signal for the number (0, 1, 2, etc.) of dead evil players. |
| 7 |  | **Seamstress**<br>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. |
| 8 |  | **Bounty Hunter**<br>If the known evil player has died, point to another evil player. |
| 9 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 10 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |