Selling Promises and Potions v2.0.0 *by Tyler Nafe*

Djinn

TOWNSFOLK

Investigator
You start knowing that 1 of 2 players is a particular Minion.

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

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

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

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

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

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

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.

Pacifist
Executed good players might not die.

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

OUTSIDER

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

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.

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

MINION

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

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

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

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON

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

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

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

Quick Reference

Selling Promises and Potions — by Tyler Nafe

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Magician
7. Lunatic
8. Lil' Monsta
9. Godfather
10. Devil's Advocate
11. Witch
12. Cerenovus
13. Mezepheles
14. Investigator
15. Chef
16. Empath
17. Fortune Teller
18. Grandmother
19. Balloonist
20. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Magician

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Recluse & Sage

The Recluse might register as the Demon to the Sage.

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. Philosopher
3. Devil's Advocate
4. Witch
5. Cerenovus
6. Mezepheles
7. Lunatic
8. Legion
9. Vortox
10. Lil' Monsta
11. Godfather
12. Sweetheart
13. Sage
14. Grandmother
15. Empath
16. Fortune Teller
17. Oracle
18. Balloonist
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

Selling Promises and Potions — by Tyler Nafe

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 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Alchemist**
Show the Alchemist a not-in-play Minion token

6 **Magician**

7 **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.

8 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9 **Godfather**
Show each of the Outsider tokens in play.

10 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

12 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

14 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

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

17 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

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

19 **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.

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

Other Nights

Selling Promises and Potions — by Tyler Nafe

1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

5 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **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.

7 **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.

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

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

10 **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.

11 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

12 **Sweetheart**
Choose a player that is drunk.

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

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

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

16 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

17 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

18 **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.

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