Good Luck :) v1.0.1 *by AJ*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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.



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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.

OUTSIDER



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



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.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



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



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.



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



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



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

DEMON



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Magician
6. Lil' Monsta
7. Snake Charmer
8. Evil Twin
9. Damsel
10. Fortune Teller
11. Clockmaker
12. D — Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir
The Storyteller doesn't declare the Vizier is in play.

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

Magician & Vizier
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

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.

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

FABLED

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

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Snake Charmer
4. Lil' Monsta
5. Gossip
6. Sage
7. Damsel
8. Fortune Teller
9. Flowergirl
10. Juggler
11. 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  **Magician**

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

7  **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.

8  **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.

9  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

10  **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.

11  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3  **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.

4  **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.

5  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

7  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

8  **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.

9  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

10  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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