An Eldritch Revival v1.0.0 *by boypower2566*

Pope Djinn

TOWNSFOLK



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

OUTSIDER



Drunk

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

MINION



Godfather

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



Poisoner

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Shabaloth

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



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

An Eldritch Revival — by boypower2566

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Godfather
7. Dawn

FABLED, JINXES & LORIC

Boffin & Drunk
The Demon cannot have the Drunk ability.

FABLED

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

LORIC

Pope
There are duplicate good characters in play. They might also be bluffs.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Shabaloth
4. Al-Hadikhia
5. Assassin
6. Godfather
7. Professor
8. 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

An Eldritch Revival — by boypower2566

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  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

5  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

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

Other Nights

An Eldritch Revival — by boypower2566

1. **Dusk**
   Start the Night Phase.
2. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
4. **Al-Hadikhia**
   The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
5. **Assassin**
   If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
6. **Godfather**
   If an Outsider died today: The Godfather points to a player. That player dies.
7. **Professor**
   If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.