# I got asked to rig this game so i WILL v1.1.0 *by [REDACTED]*

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.



**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.



**Huntsman**
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



**Princess**
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



**Amnesiac**
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



**Poppy Grower**
Minions & Demons do not know each other. If you die, they learn who each other are that night.



**Atheist**
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

## OUTSIDER



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



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



**Plague Doctor**
When you die, the Storyteller gains a Minion ability.



**Damsel**
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

## MINION



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



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



**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.



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

## DEMON



**Yaggababble**
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



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



**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

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Marionette
8. Evil Twin
9. Mezepheles
10. Huntsman
11. Damsel
12. Amnesiac
13. Investigator
14. Grandmother
15. Dawn

## FABLED, JINXES & LORIC

**Al-Hadikhia & Princess**
If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.

**Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

**Boffin & Drunk**
The Demon cannot have the Drunk ability.

**Plague Doctor & Evil Twin**
If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.

**Marionette & Huntsman**
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

**Boffin & Heretic**
The Demon cannot have the Heretic ability.

**Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

**Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Gambler
4. Mezepheles
5. Lunatic
6. Shabaloth
7. Al-Hadikhia
8. Gossip
9. Professor
10. Huntsman
11. Damsel
12. Amnesiac
13. Grandmother
14. Flowergirl
15. 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 
**Poppy Grower**
Do not inform the Demon/Minions who each other are

6 
**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.

7 
**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.

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

10 
**Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11 
**Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12 
**Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13 
**Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

14 
**Grandmother**
Show the marked character token. Point to the marked player.

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

# Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Poppy Grower**
   If the Poppy Grower has died, show the Minions/Demon who each other are.
3. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. **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.
5. **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.
6. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
7. **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.
8. **Gossip**
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9. **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.
10. **Huntsman**
    The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
11. **Damsel**
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
12. **Amnesiac**
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
14. **Flowergirl**
    Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
15. **Dawn**
    Wait for a few seconds. End the Night Phase.