Unbreakable v1.0.0 *by Sir Felneus*

Djinn

TOWNSFOLK



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



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Soldier
You are safe from the Demon.



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



Tea Lady
If both your alive neighbours are good, they can't die.



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



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

OUTSIDER



Tinker
You might die at any time.



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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



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



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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



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.



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Magician
6. Lleech
7. Courtier
8. Godfather
9. Pixie
10. Grandmother
11. Balloonist
12. Bounty Hunter
13. Dawn

FABLED, JINXES & LORIC

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

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

Vizier & Courtier
If the Vizier loses their ability, they learn this, and cannot die during the day.

Mastermind & Vigormortis
A Mastermind that has their ability keeps it if the Vigormortis dies.

Lleech & Mastermind
If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Alchemist & Mastermind
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Courtier
3. Innkeeper
4. Gambler
5. Zombuul
6. Shabaloth
7. Vigormortis
8. Lleech
9. Godfather
10. Gossip
11. Barber
12. Tinker
13. Grandmother
14. Balloonist
15. Bounty Hunter
16. 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		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
7		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
8		**Godfather** Show each of the Outsider tokens in play.
9		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
10		**Grandmother** Show the marked character token. Point to the marked player.
11		**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.
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	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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

2 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

5 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

6 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

7 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

8 **Lleech**
The Lleech points to a player. That player dies.

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

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

11 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

12 **Tinker**
The Tinker might die.

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

14 **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.

15 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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