Keep playing games v2.1.1 *by KingoftheAbyss*

Djinn

TOWNSFOLK



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



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



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



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



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



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



Undertaker
Each night*, you learn which character died by execution today.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



Soldier
You are safe from the Demon.



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

OUTSIDER



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

MINION



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



Wraith
You may choose to open your eyes at night. You wake when other evil players do.

DEMON



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. Snake Charmer
7. Cerenovus
8. Pukka
9. Pixie
10. Huntsman
11. Damsel
12. Investigator
13. Dreamer
14. Cult Leader
15. Spy
16. Dawn

FABLED, JINXES & LORIC

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Magician & Wraith
After each execution, the living Magician may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

Plague Doctor & Wraith
If the Storyteller would gain the Wraith ability, a Minion gains it, and learns this.

Summoner & Lord of Typhon
If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

Magician & Spy
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Plague Doctor & Spy
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

Boffin & Goon
If the Demon has the Goon ability, they can't turn good due to this ability.

Summoner & Pukka
The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

Boffin & Cult Leader
If the Demon has the Cult Leader ability, they can't turn good due to this ability.

Spy & Damsel
If the Spy is (or has been) in play, the Damsel is poisoned.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Snake Charmer
4. Cerenovus
5. Pukka
6. Vortox
7. Gossip
8. Huntsman
9. Damsel
10. Undertaker
11. Dreamer
12. Cult Leader
13. Spy
14. 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 **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 **Magician**

6 **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.

7 **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.

8 **Pukka**
The Pukka points to a player. That player is poisoned.

9 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

13 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

15 **Spy**
Show the Grimoire to the Spy for as long as they need.

16 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 **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 **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 **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.

5 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

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

8 **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.

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

10 **Undertaker**
If a player was executed today: Show that player's character token.

11 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

13 **Spy**
Show the Grimoire to the Spy for as long as they need.

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