Nothing Rhet-oracle v1.0.0 *by Puzzle*

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.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

OUTSIDER



Tinker

You might die at at any time.



Recluse

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

MINION



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.



Mastermind

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

DEMON



Vigormortis

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



Zombuul

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Evil Twin
5. Dreamer
6. D — Dawn

FABLED, JINXES & LORIC

Recluse & Sage

The Recluse might register as the Demon to the Sage.

Mastermind & Vigormortis

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

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Monk
3. Zombuul
4. Vigormortis
5. Sage
6. Tinker
7. Dreamer
8. 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 

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.

5 

Dreamer

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

6 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Monk
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
3. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
4. 
   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.
5. 
   Sage
   If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
6. 
   Tinker
   The Tinker might die.
7. 
   Dreamer
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.