K.A. Zali's Traveling Circus v1.0.1 *by Bruce*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



Mutant
If you are "mad" about being an Outsider, you might be executed.



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

MINION



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



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Witch
6. Cerenovus
7. Pixie
8. Huntsman
9. Damsel
10. Librarian
11. Fortune Teller
12. Butler
13. Noble
14. Spy
15. Dawn

FABLED, JINXES & LORIC

Spy & Ogre
The Spy registers as evil to the Ogre.

Recluse & Ogre
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

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. Poisoner
3. Witch
4. Cerenovus
5. Huntsman
6. Damsel
7. Ravenkeeper
8. Fortune Teller
9. Undertaker
10. Butler
11. Spy
12. 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 
Poisoner
The Poisoner points to a player. That player is poisoned.

5 
Witch
The Witch points to a player. If that player nominates tomorrow they die immediately.

6 
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.

7 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

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

10 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

11 
Fortune Teller
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

12 
Butler
The Butler points to a player. Mark that player as 'Master'.

13 
Noble
Point to 3 players including one evil player, in no particular order.

14 
Spy
Show the Grimoire to the Spy for as long as they need.

15 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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

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 **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.

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

7 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

8 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

10 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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

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