And So It Begins v1.0.1 *by TLJ*

Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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.



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Soldier
You are safe from the Demon.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER



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



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



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



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. King
6. Marionette
7. Cerenovus
8. Librarian
9. Fortune Teller
10. Grandmother
11. Clockmaker
12. Balloonist
13. Chambermaid
14. Dawn

FABLED, JINXES & LORIC

Marionette & Kazali

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Monk
3. Cerenovus
4. Scarlet Woman
5. Lunatic
6. Exorcist
7. Po
8. No Dashii
9. Vigormortis
10. Choirboy
11. Grandmother
12. Fortune Teller
13. Undertaker
14. Balloonist
15. King
16. Chambermaid
17. 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		**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.
5		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		**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.
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		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		**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.
10		**Grandmother** Show the marked character token. Point to the marked player.
11		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12		**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.
13		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
14	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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

3 **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.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

7 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

8 **No Dashii**
The No Dashii points to a player. That player dies.

9 **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.

10 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

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

12 **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.

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

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 **King**
If there are more dead than living, show the King a character token of a living player.

16 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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