# Anyone Can Join v1.0.0 *by deolic*

Djinn

## TOWNSFOLK



**Chef**
You start knowing how many pairs of evil players there are.



**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.



**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.



**Empath**
Each night, you learn how many of your 2 alive neighbours are evil.



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



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



**Gambler**
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



**Fool**
The first time you die, you don't.



**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.

## OUTSIDER



**Drunk**
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



**Saint**
If you die by execution, your team loses.



**Moonchild**
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

## MINION



**Baron**
There are extra Outsiders in play. [+2 Outsiders]



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



**Assassin**
Once per game, at night*, choose a player: they die, even if for some reason they could not.



**Devil's Advocate**
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



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

## DEMON



**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**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.



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

# Quick Reference

*Anyone Can Join — by deolic*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Poisoner
6. Devil's Advocate
7. Chef
8. Empath
9. Fortune Teller
10. Grandmother
11. Clockmaker
12. Spy
13. Dawn

## FABLED, JINXES & LORIC

**Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Monk
5. Devil's Advocate
6. Scarlet Woman
7. Imp
8. No Dashii
9. Lleech
10. Assassin
11. Moonchild
12. Grandmother
13. Ravenkeeper
14. Empath
15. Fortune Teller
16. Undertaker
17. Spy
18. 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

*Anyone Can Join — by deolic*

| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 5 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 6 |  | **Devil's Advocate**<br>The Devil's Advocate points to a living player. That player survives execution tomorrow. |
| 7 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 8 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 9 |  | **Fortune Teller**<br>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**<br>Show the marked character token. Point to the marked player. |
| 11 |  | **Clockmaker**<br>Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion. |
| 12 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 13 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

*Anyone Can Join — by deolic*

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

4  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

7  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

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

10  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

11  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

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

14  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

15  **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.

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

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

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