Illusion v1.0.0 *by Khaanh*

Djinn

TOWNSFOLK



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



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.)



Flowergirl
Each night*, you learn if a Demon voted today.



Oracle
Each night*, you learn how many dead players are evil.



Soldier
You are safe from the Demon.



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

OUTSIDER



Saint
If you die by execution, your team loses.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Librarian
5. Grandmother
6. Clockmaker
7. Noble
8. (D) Dawn

FABLED, JINXES & LORIC

(E) **Yaggababble & exorcist**

If the Exorcist chooses the Yaggababble, the Yaggababble ability does not kill tonight.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Butcher

Each day, after the 1st execution, you may nominate again.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

OTHER NIGHTS

1. (D) Dusk
2. Al-Hadikhia
3. Sage
4. Grandmother
5. Flowergirl
6. Oracle
7. (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  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

5  **Grandmother**
Show the marked character token. Point to the marked player.

6  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

3  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

5  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

6  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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