Vibe scripting at 1am v1.0.0 *by the undertaker*

Djinn

TOWNSFOLK



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

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.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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

MINION



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



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



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



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Lil' Monsta
6. Courtier
7. Fearmonger
8. Pukka
9. Huntsman
10. Damsel
11. Empath
12. Dreamer
13. General
14. Leviathan
15. Dawn

FABLED, JINXES & LORIC

Leviathan & Banshee

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

Marionette & Summoner

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

Leviathan & Exorcist

If the Leviathan nominates and executes the Exorcist-chosen player, good wins.

Summoner & Courtier

If the living Summoner has no ability, the Storyteller has the Summoner ability.

Summoner & Pukka

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Marionette & Lil' Monsta

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

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Courtier
3. Fearmonger
4. Exorcist
5. Imp
6. Pukka
7. Lil' Monsta
8. Assassin
9. Gossip
10. Acrobat
11. Huntsman
12. Damsel
13. Empath
14. Dreamer
15. Oracle
16. General
17. Leviathan
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

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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		**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.
5		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
7		**Fearmonger** The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
8		**Pukka** The Pukka points to a player. That player is poisoned.
9		**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.
10		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
15	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3  **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

4  **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.

5  **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.

6  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

7  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

8  **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.

9  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

10  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

11  **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.

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

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

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

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

16  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

17  **Leviathan**
Change the Leviathan Day reminder for the next day.

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