Experimental Demonics v1.1.0 *by bee*

Spirit of Ivory

TOWNSFOLK



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



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



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



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



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



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.



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



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



Farmer
If you die at night, an alive good player becomes a Farmer.



Soldier
You are safe from the Demon.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDER



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



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



Sweetheart
When you die, 1 player is drunk from now on.



Zealot
If there are 5 or more players alive, you must vote for every nomination.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



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

DEMON



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



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lil' Monsta
5. Poisoner
6. Godfather
7. Mezepheles
8. Amnesiac
9. Librarian
10. Empath
11. Fortune Teller
12. Noble
13. Balloonist
14. Dawn

FABLED, JINXES & LORIC

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Mezepheles
4. Al-Hadikhia
5. Lil' Monsta
6. Godfather
7. Sweetheart
8. Amnesiac
9. Farmer
10. Ravenkeeper
11. Empath
12. Fortune Teller
13. Undertaker
14. Balloonist
15. 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		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Mezepheles** Show the Mezepheles their secret word.
8		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
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		**Noble** Point to 3 players including one evil player, in no particular order.
13		**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.
14	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **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. 
   Mezepheles
   Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
4. 
   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.
5. 
   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.
6. 
   Godfather
   If an Outsider died today: The Godfather points to a player. That player dies.
7. 
   Sweetheart
   Choose a player that is drunk.
8. 
   Amnesiac
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9. 
   Farmer
   If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
10. 
    Ravenkeeper
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
11. 
    Empath
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
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. **Dawn**
    Wait for a few seconds. End the Night Phase.