# One fowl swoop v1.0.0 *by Thomas*

Djinn

## TOWNSFOLK



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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



### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



### Alchemist
You have a not-in-play Minion ability.



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



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



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Pacifist
Executed good players might not die.

## OUTSIDER



### Tinker
You might die at any time.



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



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### 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.



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



### Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMON



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Snake Charmer
6. Godfather
7. Witch
8. Washerwoman
9. Investigator
10. Grandmother
11. Dawn

## FABLED, JINXES & LORIC

**Alchemist & Boffin**

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Gambler
3. Snake Charmer
4. Witch
5. Lycanthrope
6. Po
7. Assassin
8. Godfather
9. Professor
10. Tinker
11. Grandmother
12. Ravenkeeper
13. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6  **Godfather**
Show each of the Outsider tokens in play.

7  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

9  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

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

3 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

6 **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

7 **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.

8 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

10 **Tinker**
The Tinker might die.

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

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

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