Hime Nightmare v1.0.0 *by Yume*

Djinn Gardener

TOWNSFOLK



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



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



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



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.



Town Crier
Each night*, you learn if a Minion nominated today.



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



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



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.



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



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



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



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

Quick Reference

Hime Nightmare — by Yume

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Pixie
6. Amnesiac
7. Chef
8. Fortune Teller
9. Balloonist
10. General
11. Dawn

FABLED, JINXES & LORIC

Cannibal & Princess

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

FABLED

Djinn

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

LORIC

Gardener

The Storyteller assigns all players' characters.

RECOMMENDED TRAVELLERS

Cacklejack

Each day, choose a player: a different player changes character tonight.

Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. No Dashii
6. Gossip
7. Sweetheart
8. Amnesiac
9. Fortune Teller
10. Town Crier
11. Balloonist
12. General
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		**Poisoner** The Poisoner points to a player. That player is poisoned.
5		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
6		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		**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.
9		**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.
10		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
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 
Poisoner
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 
Monk
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4 
Scarlet Woman
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 
No Dashii
The No Dashii points to a player. That player dies.

6 
Gossip
If the Gossip's public statement was true: Choose a player not protected from dying tonight. 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 
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.

10 
Town Crier
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

11 
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.

12 
General
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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