Win... Is it? v2.0.0 *by Flower*

Djinn

TOWNSFOLK

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

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

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

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

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

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

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

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.

Tea Lady
If both your alive neighbours are good, they can't die.

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

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

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

OUTSIDER

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION

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

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

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMON

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

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

Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lunatic
6. Sailor
7. Marionette
8. Lleech
9. Poisoner
10. Snake Charmer
11. Devil's Advocate
12. Fortune Teller
13. General
14. Dawn

FABLED, JINXES & LORIC

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Heretic & Lleech

Only 1 jinxed character can be in play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Snake Charmer
5. Devil's Advocate
6. Lunatic
7. Imp
8. Fang Gu
9. Lleech
10. Sweetheart
11. Farmer
12. Ravenkeeper
13. Fortune Teller
14. Juggler
15. General
16. 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 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

7 **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.

8 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

9 **Poisoner**
The Poisoner points to a player. That player is poisoned.

10 **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.

11 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

12 **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.

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

14 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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 **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.

5 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

7 **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.

8 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9 **Lleech**
The Lleech points to a player. That player dies.

10 **Sweetheart**
Choose a player that is drunk.

11 **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.

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

13 **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.

14 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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

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