Things Can Only Get Better v1.0.0 *by George*

Djinn

TOWNSFOLK



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



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



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



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



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Flowergirl
Each night*, you learn if a Demon voted today.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



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



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



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Saint
If you die by execution, your team loses.



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



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



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. King
6. Poisoner
7. Cerenovus
8. Pixie
9. Amnesiac
10. Butler
11. Dreamer
12. Noble
13. Spy
14. General
15. Dawn

FABLED, JINXES & LORIC

Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Cerenovus
5. Imp
6. Shabaloth
7. Vortex
8. Professor
9. Choirboy
10. Amnesiac
11. Dreamer
12. Flowergirl
13. King
14. Butler
15. Spy
16. General
17. 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		**Magician**
5		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		**Poisoner** The Poisoner points to a player. That player is poisoned.
7		**Cerenovus** The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
9		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		**Butler** The Butler points to a player. Mark that player as 'Master'.
11		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		**Noble** Point to 3 players including one evil player, in no particular order.
13		**Spy** Show the Grimoire to the Spy for as long as they need.
14		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

7  **Vortox**
The Vortox points to a player. That player dies.

8  **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.

9  **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

10  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

12  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

13  **King**
If there are more dead than living, show the King a character token of a living player.

14  **Butler**
The Butler points to a player. Mark that player as 'Master'.

15  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

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