The Replicants v2.0.0 *by Scooter Witebsky*

Djinn

TOWNSFOLK

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

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

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

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

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

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

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

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Soldier
You are safe from the Demon.

Pacifist
Executed good players might not die.

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

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

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

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION

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.

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

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

DEMON

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

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

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

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. Philosopher
5. Sailor
6. Poisoner
7. Snake Charmer
8. Devil's Advocate
9. Pukka
10. Librarian
11. Chef
12. Fortune Teller
13. Grandmother
14. Dreamer
15. Dawn

FABLED, JINXES & LORIC

Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Gambler
6. Snake Charmer
7. Devil's Advocate
8. Pit-Hag
9. Exorcist
10. Pukka
11. Fang Gu
12. Vortex
13. Vigormortis
14. Assassin
15. Barber
16. Sage
17. Grandmother
18. Fortune Teller
19. Dreamer
20. 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
Philosopher
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6
Poisoner
The Poisoner points to a player. That player is poisoned.

7
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.

8
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9
Pukka
The Pukka points to a player. That player is poisoned.

10
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

11
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

14
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

15 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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **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.

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

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

6 **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.

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

8 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

9 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

10 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

11 **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.

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

13 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

14 **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.

15 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

16 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

18 **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.

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

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