Hold that L v1.0.0 *by Ragelax#0929*

Sentinel Djinn

TOWNSFOLK

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

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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

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.

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

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

Oracle
Each night*, you learn how many dead players are evil.

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

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

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

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

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

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

OUTSIDER

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

Recluse
You might register as evil & as a Minion or Demon, even if dead.

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

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.

MINION

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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.

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

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

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. Philosopher
5. Alchemist
6. Sailor
7. Lil' Monsta
8. Lleech
9. Devil's Advocate
10. Evil Twin
11. Mezepheles
12. Librarian
13. Fortune Teller
14. Butler
15. Clockmaker
16. Noble
17. Dawn

FABLED, JINXES & LORIC

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

Cannibal & Butler
If the Cannibal gains the Butler ability, the Cannibal learns this.

Lil' Monsta & Scarlet Woman
If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Legion & Minstrel
If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

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

RECOMMENDED TRAVELLERS

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Devil's Advocate
5. Mezepheles
6. Scarlet Woman
7. Legion
8. Lleech
9. Lil' Monsta
10. Fortune Teller
11. Flowergirl
12. Oracle
13. Butler
14. 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 **Alchemist**
Show the Alchemist a not-in-play Minion token

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

7 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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

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

10 **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

11 **Mezepheles**
Show the Mezepheles their secret word.

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

13 **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.

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

15 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

16 **Noble**
Point to 3 players including one evil player, in no particular order.

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

5 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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

7 **Legion**
Choose a player, that player dies.

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

9 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

10 **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.

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

12 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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

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