Major Arcana 1.7 v1.7.0 *by Squid62*

Djinn

TOWNSFOLK



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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.



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



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



Fool
The first time you die, you don't.



Pacifist
Executed good players might not die.



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



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



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

OUTSIDER



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.



Saint
If you die by execution, your team loses.



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



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

MINION



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



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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



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



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Sailor
6. Lil' Monsta
7. Widow
8. Snake Charmer
9. Godfather
10. Devil's Advocate
11. Empath
12. D — Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Magician

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Magician & Widow

When the Widow 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.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Snake Charmer
4. Monk
5. Devil's Advocate
6. Fang Gu
7. No Dashii
8. Lil' Monsta
9. Godfather
10. Sweetheart
11. Empath
12. Flowergirl
13. Oracle
14. D — 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. **Dusk**
   Start the Night Phase.
2. **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. **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.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6.  **Lil' Monsta**
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7.  **Widow**
   Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
8.  **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.
9.  **Godfather**
   Show each of the Outsider tokens in play.
10.  **Devil's Advocate**
    The Devil's Advocate points to a living player. That player survives execution tomorrow.
11.  **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12. **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 **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.

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

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

6 **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.

7 **No Dashii**
The No Dashii points to a player. That player dies.

8 **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.

9 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

11 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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

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