# Magical poisoning v1.0.0 *by Grochu*

Djinn

## TOWNSFOLK



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



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



### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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



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



### Undertaker
Each night*, you learn which character died by execution today.



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



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



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



### Soldier
You are safe from the Demon.



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



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



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



### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



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



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

## MINION



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



### Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



### Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

## DEMON



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



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



### 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. Poppy Grower
6. Magician
7. Lleech
8. Poisoner
9. Pukka
10. Amnesiac
11. Washerwoman
12. Librarian
13. Chef
14. General
15. Dawn

## FABLED, JINXES & LORIC

**Magician & Vizier**

If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Gambler
5. Monk
6. Pukka
7. Lleech
8. Sweetheart
9. Professor
10. Amnesiac
11. Undertaker
12. General
13. 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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

6  **Magician**

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

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

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

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

11  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

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

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 D **Dusk**
Start the Night Phase.

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

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

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

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

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

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

9  **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.

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

11  **Undertaker**
If a player was executed today: Show that player's character token.

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

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