Slay the Dragon v1.0.2 *by Luke Jones*

Djinn

TOWNSFOLK



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



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



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



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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.



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



Town Crier
Each night*, you learn if a Minion nominated today.



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



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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

OUTSIDER



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Zealot
If there are 5 or more players alive, you must vote for every nomination.



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



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

MINION



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



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



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. King
6. Poisoner
7. Courtier
8. Damsel
9. Librarian
10. Fortune Teller
11. Seamstress
12. Noble
13. Balloonist
14. Leviathan
15. Dawn

FABLED, JINXES & LORIC

Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

Leviathan & King

If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Bureaucrat

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

Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

Thief

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

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Courtier
4. Damsel
5. Fortune Teller
6. Undertaker
7. Town Crier
8. Seamstress
9. Balloonist
10. King
11. Leviathan
12. 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		**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		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
8		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		**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.
11		**Seamstress** The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
12		**Noble** Point to 3 players including one evil player, in no particular order.
13		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

4  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

5  **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.

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

7  **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

8  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

9  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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

11  **Leviathan**
Change the Leviathan Day reminder for the next day.

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