Quick wizard games v1.0.0 *by Zenitsu*

TOWNSFOLK



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



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



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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

OUTSIDER



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



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



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



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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

DEMON



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Snake Charmer
7. Pukka
8. Damsel
9. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Snake Charmer
4. Pukka
5. Vortox
6. Damsel
7. 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		**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		**Pukka** The Pukka points to a player. That player is poisoned.
8		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9	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 

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 

Pukka

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

5 

Vortox

The Vortox points to a player. That player dies.

6 

Damsel

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

7 D

Dawn

Wait for a few seconds. End the Night Phase.