March 'Round Jericho v1.0.0 *by CocoBun*

Djinn

TOWNSFOLK



Noble

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



High Priestess

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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.

OUTSIDER



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Mutant

If you are "mad" about being an Outsider, you might be executed.

MINION



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

March 'Round Jericho — by CocoBun

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lunatic
6. Marionette
7. Amnesiac
8. Dreamer
9. Noble
10. Spy
11. Dawn

FABLED, JINXES & LORIC

Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Lunatic
3. Zombuul
4. Amnesiac
5. Dreamer
6. Spy
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

March 'Round Jericho — by CocoBun

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 
Magician

5 
Lunatic
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6 
Marionette
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

7 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

9 
Noble
Point to 3 players including one evil player, in no particular order.

10 
Spy
Show the Grimoire to the Spy for as long as they need.

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

Other Nights

March 'Round Jericho — by CocoBun

1. **Dusk**
   Start the Night Phase.
2. **Lunatic**
   Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
3. **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
4. **Amnesiac**
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
5. **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
6. **Spy**
   Show the Grimoire to the Spy for as long as they need.
7. **Dawn**
   Wait for a few seconds. End the Night Phase.