Human Transmutation v1.0.0 *by IrishandProud*

Djinn

TOWNSFOLK



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



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



Soldier
You are safe from the Demon.



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



Farmer
If you die at night, an alive good player becomes a Farmer.



Tea Lady
If both your alive neighbours are good, they can't die.



Pacifist
Executed good players might not die.

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.



Tinker
You might die at any time.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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

MINION



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



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Human Transmutation — by IrishandProud

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Sailor
6. Godfather
7. Devil's Advocate
8. Pukka
9. Seamstress
10. Dawn

FABLED, JINXES & LORIC

Alchemist & Summoner

The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Alchemist & Mastermind

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

Summoner & Zombuul

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

Summoner & Pukka

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Devil's Advocate
4. Exorcist
5. Zombuul
6. Pukka
7. Po
8. Assassin
9. Godfather
10. Gossip
11. Acrobat
12. Farmer
13. Tinker
14. Moonchild
15. Seamstress
16. 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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		**Pukka** The Pukka points to a player. That player is poisoned.
9		**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.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **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. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4. **Exorcist**
   The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
5. **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
6. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7. **Po**
   If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
8. **Assassin**
   If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
9. **Godfather**
   If an Outsider died today: The Godfather points to a player. That player dies.
10. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11. **Acrobat**
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12. **Farmer**
    If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
13. **Tinker**
    The Tinker might die.
14. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
15. **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.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.