Masque of the Red Death v1.0.0 *by Zirconix*

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.



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



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



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



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



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



Soldier
You are safe from the Demon.



Fool
The first time you die, you don't.



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



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



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

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



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

MINION



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



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



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



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

DEMON



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



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.



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Masque of the Red Death — by Zirconix

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Magician
7. Lunatic
8. King
9. Lleech
10. Courtier
11. Pukka
12. Butler
13. Noble
14. Spy
15. 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]

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

Heretic & Spy
Only 1 jinxed character can be in play.

Alchemist & Spy
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

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

Plague Doctor & Spy
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

Heretic & Baron
Only 1 jinxed character can be in play.

Plague Doctor & Baron
If the Storyteller would gain the Baron ability, up to two players become Outsiders.

Vizier & Courtier
If the Vizier loses their ability, they learn this, and cannot die during the day.

Summoner & Courtier
If the living Summoner has no ability, the Storyteller has the Summoner ability.

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

Heretic & Lleech
Only 1 jinxed character can be in play.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Courtier
4. Lunatic
5. Pukka
6. No Dashii
7. Vigormortis
8. Lleech
9. Gossip
10. Sage
11. King
12. Butler
13. Spy
14. 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

Masque of the Red Death — by Zirconix

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  **Magician**

7  **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.

8  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

10  **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.

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

12  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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

14  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

Other Nights

Masque of the Red Death — by Zirconix

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  **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  **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.

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

6  **No Dashii**
The No Dashii points to a player. That player dies.

7  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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

9  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

10  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

12  **Butler**
The Butler points to a player. Mark that player as 'Master'.

13  **Spy**
Show the Grimoire to the Spy for as long as they need.

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