Let's Rerack this v1.0.0 *by Eziopuff*

Djinn

TOWNSFOLK

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

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

Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

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

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

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

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

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

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

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

Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER

Saint
If you die by execution, your team loses.

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

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

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

MINION

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

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

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

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

DEMON

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

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Preacher
8. Lil' Monsta
9. Poisoner
10. Godfather
11. Fearmonger
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13. Huntsman
14. Damsel
15. Amnesiac
16. Seamstress
17. Balloonist
18. Bounty Hunter
19. Nightwatchman
20. Cult Leader
21. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Preacher
4. Poisoner
5. Innkeeper
6. Fearmonger
7. Lunatic
8. Exorcist
9. Pukka
10. No Dashii
11. Lil' Monsta
12. Godfather
13. Huntsman
14. Damsel
15. Amnesiac
16. Undertaker
17. Seamstress
18. Balloonist
19. Bounty Hunter
20. Nightwatchman
21. Cult Leader
22. 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

Poppy Grower

Do not inform the Demon/Minions who each other are

6

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.

7

Preacher

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

8

Lil' Monsta

Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9

Poisoner

The Poisoner points to a player. That player is poisoned.

10

Godfather

Show each of the Outsider tokens in play.

11

Fearmonger

The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

12

Pukka

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

13

Huntsman

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

14

Damsel

Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

15

Amnesiac

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

16

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.

17

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.

18

Bounty Hunter

Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

19

Nightwatchman

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

20

Cult Leader

If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

21 **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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7 **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.

8 **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.

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

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

11 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

12 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

13 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

15 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

17 **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.

18 **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.

19 **Bounty Hunter**
If the known evil player has died, point to another evil player.

20 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

21 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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