Pact of the Other One v1.0.1 *by Lochie*

Djinn

TOWNSFOLK

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

Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

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

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

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

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

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

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

Oracle
Each night*, you learn how many dead players are evil.

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

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

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

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

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

MINION

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

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

Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

Wraith
You may choose to open your eyes at night. You wake when other evil players do.

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

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON

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

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

Quick Reference

Pact of the Other One — by Lochie

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lil' Monsta
5. Evil Twin
6. Pixie
7. Librarian
8. Dreamer
9. Noble
10. Balloonist
11. Nightwatchman
12. General
13. D — Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Hatter

If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Summoner & Hatter

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Vortox
3. Lil' Monsta
4. Assassin
5. Dreamer
6. Oracle
7. Balloonist
8. Nightwatchman
9. General
10. D — 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		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
5		**Evil Twin** Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
6		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
7		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
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		**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.
11		**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.
12		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13	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		**Vortox** The Vortox points to a player. That player dies.
3		**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.
4		**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.
5		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
6		**Oracle** Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
7		**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.
8		**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.
9		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.