# This is a mess... v3.0.0 *by FaLK*

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.



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



### Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



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



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



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

## OUTSIDER



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



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



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

## MINION



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



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



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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

## DEMON



### 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.



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



### 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. Sailor
5. Marionette
6. Preacher
7. Lleech
8. Devil's Advocate
9. Witch
10. Cerenovus
11. Pixie
12. Amnesiac
13. Nightwatchman
14. Cult Leader
15. Chambermaid
16. Dawn

## FABLED, JINXES & LORIC

**Cerenovus & Goblin**

The Cerenovus may choose to make a player mad that they are the Goblin.

**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. Sailor
3. Preacher
4. Devil's Advocate
5. Witch
6. Cerenovus
7. No Dashii
8. Vigormortis
9. Lleech
10. Amnesiac
11. Undertaker
12. Nightwatchman
13. Cult Leader
14. Chambermaid
15. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **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.

6  **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.

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

8  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

10  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

11  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

13  **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.

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

15  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

16 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  **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  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

6  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

8  **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.

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

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

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

12  **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.

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

14  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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