MagicWraith v1.1.0 *by VvX*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



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



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



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

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



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

MINION



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Preacher
6. Pukka
7. Seamstress
8. Chambermaid
9. D — Dawn

FABLED, JINXES & LORIC

Magician & Wraith

After each execution, the living Magician may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Pukka
4. Sweetheart
5. Seamstress
6. Chambermaid
7. 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  **Magician**

5  **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.

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

7  **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.

8  **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.

9 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  **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.

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

4  **Sweetheart**
Choose a player that is drunk.

5  **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.

6  **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.

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