

Fruity Flute or Something Cute

by meryl



TOWNSFOLK



Pixie

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



High Priestess

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



Fisherman

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



Ballooning

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Dreamer

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



Cannibal

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



Oracle

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



Amnesiac

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



Savant

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Philosopher

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

OUTSIDERS



Drunk

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



Mutant

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Zealot

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

MINIONS



Poisoner

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



Goblin

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



Cerenovus

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



Boffin

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



Pit-Hag

Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

DEMONS



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Vigormortis

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

**Djinn**

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



If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.



If the Cannibal gains the Zealot ability, the Cannibal learns this.



If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.



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



The Demon cannot have the Drunk ability.

OTHER NIGHTS



FIRST NIGHT

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

**Dusk**

Start the Night Phase.

**Kazali**

The Kazali chooses which players are which Minions. Wake each target. Show the **YOU ARE** and Minion tokens & give a thumbs-down.

**Boffin**

Wake the Boffin and the Demon. Show the **THIS CHARACTER SELECTED YOU** & Boffin tokens, then the not-in-play good character token.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☒

**Minion Info**

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Demon Info**

If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Poisoner**

The Poisoner chooses a player. ☒

**Cerenovus**

The Cerenovus chooses a player & a character. ☒ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Amnesiac**

Do whatever needs to be done to satisfy the Amnesiac's ability.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Balloonist**

Point to any player. ☒

**High Priestess**

Point to a player.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ☒

**Poisoner**

The Poisoner chooses a player. ☒

**Cerenovus**

The Cerenovus chooses a player & a character. ☒ Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.

**Pit-Hag**

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

**Fang Gu**

The Fang Gu chooses a player. ☒ If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ☒

**Vigormortis**

The Vigormortis chooses a player. ☒ If that player is a Minion, poison a neighboring Townsfolk. ☒ ☒

**Kazali**

The Kazali chooses a player. ☒

**Plague Doctor**

If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now. ☒

**Amnesiac**

Do whatever needs to be done to satisfy the Amnesiac's ability.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Oracle**

Give a finger signal.

**Juggler**

Give a finger signal.

**Balloonist**

Point to a player with a different character type to the previously shown player. ☒

**High Priestess**

Point to a player.

**Dawn**

Wait for a few seconds. End the Night Phase.