Let's Test Some Jinxes

TOWNSFOLK

Chef
You start knowing how many pairs of evil players there are.

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

Chambermaid JINXES
Each night, choose 2 alive players **[not yourself]**: you learn how many woke tonight due to their ability.

Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Monk
Each night*, choose a player **[not yourself]**: they are safe from the Demon tonight.

Lycanthrope JINXES
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

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

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

Fool
The first time you die, you don't.

Soldier
You are safe from the Demon.

OUTSIDERS

Butler JINXES
Each night, choose a player **[not yourself]**: tomorrow, you may only vote if they are voting too.

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

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

Saint
If you die by execution, your team loses.

MINIONS

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. **[Travellers don't count]**

Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

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

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

DEMONS

Leviathan JINXES
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Al-Hadikhia JINXES
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

* Not on the first night

M **Minion Night Info**

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.

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

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.

D **Demon Night Info**

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play

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

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.

👨‍🍳 **Chef** *You start knowing how many pairs of evil players there are.*

Show the finger signal (0, 1, 2, …) for the number of pairs of neighbouring evil players.

🎩 **Butler** *Each night, choose a player [not yourself]: tomorrow, you may only vote if they are voting too.*

The Butler points to a player. Mark that player as 'Master'.

🕐 **Clockmaker** *You start knowing how many steps from the Demon to its nearest Minion.*

Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

🧹 **Chambermaid** *Each night, choose 2 alive players [not yourself]: you learn how many woke tonight due to their ability.*

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

🔺 **Mathematician** *Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.*

Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

🌅 **Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

🌀 **Leviathan** *If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.*

Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

🧹🔺 *The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.*

🌀🔺 *The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.*

🌀✝️ *If Leviathan nominates and executes the player the Monk chose, that player does not die.*

🐾🔵 *If the Lycanthrope is alive and the Gambler kills themself at night, no other players can die tonight.*

🎩🌊 *If the Cannibal gains the Butler ability, the Cannibal learns this.*

🌀🛡️ *If Leviathan nominates and executes the Soldier, the Soldier does not die.*

🍷🏳️ *A Pit-hag can not create an evil Politician.*

❄️💋 *If there are two living Al-Hadikhias, the Scarlet Woman Al-Hadikhia becomes the Scarlet Woman again.*

❄️🔴 *Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.*

Dusk
Check that all eyes are closed. Some travellers act.

Gambler *Each night*, choose a player & guess their character: if you guess wrong, you die.*
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

Monk *Each night*, choose a player [not yourself]: they are safe from the Demon tonight.*
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

Pit-Hag *Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.*
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

Scarlet Woman *If there are 5 or more players alive & the Demon dies, you become the Demon[Travellers don't count]*
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

Lycanthrope *Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.*
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

Al-Hadikhia *Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.*
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

Undertaker *Each night*, you learn which character died by execution today.*
If a player was executed today: Show that player's character token.

Butler *Each night, choose a player [not yourself]: tomorrow, you may only vote if they are voting too.*
The Butler points to a player. Mark that player as 'Master'.

Chambermaid *Each night, choose 2 alive players [not yourself]: you learn how many woke tonight due to their ability.*
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

Mathematician *Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.*
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

Dawn
Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Leviathan *If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.*
Change the Leviathan Day reminder for the next day.

The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.

The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.

If Leviathan nominates and executes the player the Monk chose, that player does not die.

If the Lycanthrope is alive and the Gambler kills themself at night, no other players can die tonight.

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

If Leviathan nominates and executes the Soldier, the Soldier does not die.

A Pit-hag can not create an evil Politician.

If there are two living Al-Hadikhias, the Scarlet Woman Al-Hadikhia becomes the Scarlet Woman again.