# Child of Thunder v1.0.0 *by Neo Zets*

Djinn Sentinel

## TOWNSFOLK



**Washerwoman**
You start knowing that 1 of 2 players is a particular Townsfolk.



**Bounty Hunter** ♩
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



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



**King**
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



**Town Crier**
Each night*, you learn if a Minion nominated today.



**Innkeeper**
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



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



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



**Soldier**
You are safe from the Demon.



**Choirboy**
If the Demon kills the King, you learn which player is the Demon. [+ the King]



**Poppy Grower**
Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



**Klutz**
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



**Moonchild**
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



**Snitch**
Minions start knowing 3 not-in-play characters.



**Puzzlemaster**
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



**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.



**Boomdandy**
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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



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

## DEMON



**Yaggababble**
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



**Ojo**
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



**Po**
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



**Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poppy Grower
6. Snitch
7. King
8. Evil Twin
9. Washerwoman
10. Balloonist
11. Bounty Hunter
12. Mathematician
13. Dawn

## FABLED, JINXES & LORIC

**Bounty Hunter & Philosopher**
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

### FABLED

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

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Innkeeper
5. Scarlet Woman
6. Legion
7. Po
8. Choirboy
9. Moonchild
10. Town Crier
11. Juggler
12. Balloonist
13. King
14. Bounty Hunter
15. Mathematician
16. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Philosopher**<br>The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player. |
| 5 |  | **Poppy Grower**<br>Do not inform the Demon/Minions who each other are |
| 6 |  | **Snitch**<br>After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon. |
| 7 |  | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 8 |  | **Evil Twin**<br>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. |
| 9 |  | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 10 |  | **Balloonist**<br>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 |  | **Bounty Hunter**<br>Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign. |
| 12 |  | **Mathematician**<br>Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities. |
| 13 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D
**Dusk**
Start the Night Phase.

2 
**Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 
**Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

4 
**Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5 
**Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

6 
**Legion**
Choose a player, that player dies.

7 
**Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

8 
**Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

9 
**Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

10 
**Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

11 
**Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

12 
**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.

13 
**King**
If there are more dead than living, show the King a character token of a living player.

14 
**Bounty Hunter**
If the known evil player has died, point to another evil player.

15 
**Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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