# Raining Down v1.0.3 *by Jas*

Djinn

## TOWNSFOLK



**Noble**
You start knowing 3 players, 1 and only 1 of which is evil.



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



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



**Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



**Empath**
Each night, you learn how many of your 2 alive neighbours are evil.



**Fortune Teller**
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



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



**Ravenkeeper**
If you die at night, you are woken to choose a player: you learn their character.



**Virgin**
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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



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

## OUTSIDER



**Ogre**
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**Saint**
If you die by execution, your team loses.



**Plague Doctor**
When you die, the Storyteller gains a Minion ability.



**Recluse**
You might register as evil & as a Minion or Demon, even if dead.

## MINION



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



**Spy**
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



**Baron**
There are extra Outsiders in play. [+2 Outsiders]



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



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

## DEMON



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



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



**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

# Quick Reference

*Raining Down — by Jas*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Pukka
7. Washerwoman
8. Librarian
9. Chef
10. Empath
11. Fortune Teller
12. Noble
13. Spy
14. Dawn

## FABLED, JINXES & LORIC

**Spy & Ogre**
The Spy registers as evil to the Ogre.

**Recluse & Ogre**
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

**Marionette & Kazali**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

**Plague Doctor & Spy**
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

**Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

**Plague Doctor & Baron**
If the Storyteller would gain the Baron ability, up to two players become Outsiders.

**Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. Imp
6. Pukka
7. Ravenkeeper
8. Empath
9. Fortune Teller
10. Spy
11. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. 
   **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.
5. 
   **Poisoner**
   The Poisoner points to a player. That player is poisoned.
6. 
   **Pukka**
   The Pukka points to a player. That player is poisoned.
7. 
   **Washerwoman**
   Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
8. 
   **Librarian**
   Show the character token of an Outsider in play. Point to two players, one of which is that character.
9. 
   **Chef**
   Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10. 
    **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11. 
    **Fortune Teller**
    The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
12. 
    **Noble**
    Point to 3 players including one evil player, in no particular order.
13. 
    **Spy**
    Show the Grimoire to the Spy for as long as they need.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

5  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

7  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

8  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

9  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

10  **Spy**
Show the Grimoire to the Spy for as long as they need.

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