White Elephant v2.0.0 *by Mevolas Rubenido*

Sentinel Djinn

TOWNSFOLK

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

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

Investigator
You start knowing that 1 of 2 players is a particular Minion.

Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

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

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

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

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.

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

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

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

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

OUTSIDER

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

Saint
If you die by execution, your team loses.

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

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.

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

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

DEMON

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

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

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

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. Poppy Grower
5. Lil' Monsta
6. Poisoner
7. Evil Twin
8. Cerenovus
9. Mezepheles
10. Huntsman
11. Damsel
12. Librarian
13. Investigator
14. Chef
15. Empath
16. Dreamer
17. Seamstress
18. Cult Leader
19. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

FABLED

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

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

RECOMMENDED TRAVELLERS

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Poisoner
4. Innkeeper
5. Cerenovus
6. Mezepheles
7. Lycanthrope
8. Legion
9. Imp
10. Fang Gu
11. Lil' Monsta
12. Huntsman
13. Damsel
14. Empath
15. Dreamer
16. Town Crier
17. Seamstress
18. Cult Leader
19. 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 **Poppy Grower**
Do not inform the Demon/Minions who each other are

5 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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

7 **Evil Twin**
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.

8 **Cerenovus**
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.

9 **Mezepheles**
Show the Mezepheles their secret word.

10 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

13 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

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

16 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

17 **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.

18 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

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

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 **Cerenovus**
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.

6 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

7 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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

9 **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.

10 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

11 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

12 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

13 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

15 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

16 **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).

17 **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.

18 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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