# Blind Man's Bluff v2.0.0

*by Andrew, Tyler, Jams & Navean*

Djinn

## TOWNSFOLK

### Steward

You start knowing 1 good player.

### Alchemist

You have a not-in-play Minion ability.

### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

### Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

### Bounty Hunter

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

### Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

### Monk

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

### Lycanthrope

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

### Engineer

Once per game, at night, choose which Minions or which Demon is in play.

### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

### Huntsman

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

### Cannibal

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

## OUTSIDER

### Recluse

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

### Mutant

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

### Damsel

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

### Lunatic

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

## MINION

### Poisoner

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

### Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

### Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

### Marionette

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

## DEMON

### Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

### Pukka

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

### Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

### Fang Gu

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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lunatic
6. Sailor
7. Marionette
8. Engineer
9. Preacher
10. Lleech
11. Poisoner
12. Courtier
13. Snake Charmer
14. Devil's Advocate
15. Witch
16. Pukka
17. Huntsman
18. Damsel
19. Bounty Hunter
20. Dawn

## FABLED, JINXES & LORIC

**Marionette & Huntsman**

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

**Alchemist & Marionette**

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Engineer
4. Preacher
5. Poisoner
6. Courtier
7. Snake Charmer
8. Monk
9. Devil's Advocate
10. Witch
11. Lunatic
12. Exorcist
13. Lycanthrope
14. Zombuul
15. Pukka
16. Fang Gu
17. Lleech
18. Huntsman
19. Damsel
20. Bounty Hunter
21. 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 **Alchemist**
Show the Alchemist a not-in-play Minion token

5 **Lunatic**
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.

6 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

7 **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.

8 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

9 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

10 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

12 **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

13 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

14 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

15 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

16 **Pukka**
The Pukka points to a player. That player is poisoned.

17 **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.

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

19 **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

# Other Nights

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

2 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

6 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

7 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

9 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

10 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

11 **Lunatic**
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.

12 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

14 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

16 **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.

17 **Lleech**
The Lleech points to a player. That player dies.

18 **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.

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

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

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