By Their Fruits v1.0.0 *by Mogimbus*

Djinn

TOWNSFOLK

Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

Alchemist
You have a not-in-play Minion ability.

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

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

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

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.

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

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

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

Oracle
Each night*, you learn how many dead players are evil.

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

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

Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

OUTSIDER

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

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

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.

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

MINION

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

Wraith
You may choose to open your eyes at night. You wake when other evil players do.

DEMON

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

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

Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poppy Grower
6. Magician
7. Lunatic
8. Marionette
9. Lil' Monsta
10. Snake Charmer
11. Fearmonger
12. Fortune Teller
13. Bounty Hunter
14. Cult Leader
15. D — Dawn

FABLED, JINXES & LORIC

Alchemist & Wraith

An Alchemist-Wraith has no Wraith ability & a Wraith is in play. After each execution, a living Alchemist-Wraith may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

Magician & Wraith

After each execution, the living Magician may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

Plague Doctor & Wraith

If the Storyteller would gain the Wraith ability, a Minion gains it, and learns this.

Lil' Monsta & Magician

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

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.

Plague Doctor & Fearmonger

If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.

Plague Doctor & Goblin

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

Alchemist & Marionette

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

Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

Plague Doctor & Marionette

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

Marionette & Lil' Monsta

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

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Snake Charmer
4. Fearmonger
5. Lunatic
6. Lycanthrope
7. Imp
8. Vigormortis
9. Lil' Monsta
10. Acrobat
11. Fortune Teller
12. Oracle
13. Bounty Hunter
14. Cult Leader
15. D — 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 **Poppy Grower**
Do not inform the Demon/Minions who each other are

6 **Magician**

7 **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.

8 **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.

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

10 **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.

11 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

12 **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.

13 **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.

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

15 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 **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.

4 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

5 **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.

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

7 **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.

8 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

9 **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.

10 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

11 **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.

12 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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

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

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