# The Long Game v1.1.0 *by TPHG*

Djinn

## TOWNSFOLK



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



### Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



### Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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



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



### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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

## OUTSIDER



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



### 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.



### Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



### 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



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



### Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



### Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Lunatic
6. Marionette
7. Widow
8. Snake Charmer
9. Cerenovus
10. Amnesiac
11. Washerwoman
12. Librarian
13. Clockmaker
14. General
15. Chambermaid
16. Leviathan
17. D — Dawn

## FABLED, JINXES & LORIC

**Magician & Widow**

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

**Magician & Marionette**

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

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Snake Charmer
3. Cerenovus
4. Lunatic
5. Amnesiac
6. General
7. Chambermaid
8. Leviathan
9. 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  **Magician**

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  **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.

7  **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

8  **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.

9  **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.

10  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

13  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

14  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

16  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

17 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 

**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.

3 

**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.

4 

**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.

5 

**Amnesiac**

If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

6 

**General**

Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

7 

**Chambermaid**

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

8 

**Leviathan**

Change the Leviathan Day reminder for the next day.

9 D

**Dawn**

Wait for a few seconds. End the Night Phase.