# Four Minutes to Save the World v1.0.0 *by Cute Mage*

Ferryman Djinn

## TOWNSFOLK



**Grandmother**
You start knowing a good player & their character. If the Demon kills them, you die too.



**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.



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



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



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



**Undertaker**
Each night*, you learn which character died by execution today.



**Innkeeper**
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



**Gambler**
Each night*, choose a player & guess their character: if you guess wrong, you die.



**Gossip**
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



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

## OUTSIDER



**Drunk**
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**Tinker**
You might die at any time.



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



**Barber**
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINION



**Godfather**
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



**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.



**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.



**Boffin**
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMON



**Shabaloth**
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



**Po**
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



**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

*Four Minutes to Save the World — by Cute Mage*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Poisoner
6. Godfather
7. Devil's Advocate
8. Evil Twin
9. Librarian
10. Grandmother
11. General
12. Dawn

## FABLED, JINXES & LORIC

**Boffin & Village Idiot**

If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

**Boffin & Drunk**

The Demon cannot have the Drunk ability.

### FABLED

**Ferryman**

On the final day, all dead players regain their vote token.

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Innkeeper
5. Gambler
6. Devil's Advocate
7. Legion
8. Shabaloth
9. Po
10. Godfather
11. Gossip
12. Barber
13. Tinker
14. Grandmother
15. Ravenkeeper
16. Undertaker
17. General
18. 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 
**Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5 
**Poisoner**
The Poisoner points to a player. That player is poisoned.

6 
**Godfather**
Show each of the Outsider tokens in play.

7 
**Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8 
**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.

9 
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

10 
**Grandmother**
Show the marked character token. Point to the marked player.

11 
**General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12 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 **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 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

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

8 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

9 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

10 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

11 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

12 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

13 **Tinker**
The Tinker might die.

14 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

16 **Undertaker**
If a player was executed today: Show that player's character token.

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

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