Deep Bluff Nine v2.4.0 *by Henrik*

TOWNSFOLK

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

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

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

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

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.

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

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

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

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Soldier
You are safe from the Demon.

Farmer
If you die at night, an alive good player becomes a Farmer.

OUTSIDER

Snitch
Minions start knowing 3 not-in-play characters.

Saint
If you die by execution, your team loses.

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

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

MINION

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

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

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

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

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON

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

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

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. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snitch
6. Godfather
7. Witch
8. Cerenovus
9. Mezepheles
10. Pukka
11. Pixie
12. Dreamer
13. Seamstress
14. Balloonist
15. General
16. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS

Scapegoat

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

Bone Collector

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

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Judge

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Innkeeper
4. Witch
5. Cerenovus
6. Mezepheles
7. Imp
8. Pukka
9. Vigormortis
10. Assassin
11. Godfather
12. Gossip
13. Farmer
14. Undertaker
15. Dreamer
16. Seamstress
17. Balloonist
18. General
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 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

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

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

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

11 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

13 **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.

14 **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

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

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

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

9 **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.

10 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

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

13 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

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

16 **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.

17 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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

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