From Beyond the Fog v1.0.0 *by bhamber*

Hindu Djinn

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.



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



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



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



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



Town Crier
Each night*, you learn if a Minion nominated today.



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.



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



Soldier
You are safe from the Demon.



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



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.



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



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Engineer
5. Preacher
6. Godfather
7. Witch
8. Fearmonger
9. Pixie
10. Balloonist
11. Bounty Hunter
12. D — 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.

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

Plague Doctor & Boomdandy
If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

FABLED

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

LORIC

Hindu
The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

RECOMMENDED TRAVELLERS

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Butcher
Each day, after the 1st execution, you may nominate again.

Cacklejack
Each day, choose a player: a different player changes character tonight.

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

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

OTHER NIGHTS

1. D — Dusk
2. Engineer
3. Preacher
4. Witch
5. Fearmonger
6. Lycanthrope
7. Imp
8. Godfather
9. Moonchild
10. Town Crier
11. Balloonist
12. Bounty Hunter
13. 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		**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.
5		**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.
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		**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.
9		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
10		**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.
11		**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.
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  **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.

3  **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.

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  **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.

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

9  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

10  **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

11  **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.

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

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