Got Set Up while Rigging v3.1.0 *by Taulion*

Djinn Doomsayer

TOWNSFOLK



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



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



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



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



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



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



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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



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

OUTSIDER



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



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. King
7. Sailor
8. Engineer
9. Widow
10. Godfather
11. Devil's Advocate
12. Pixie
13. Huntsman
14. Damsel
15. Amnesiac
16. Balloonist
17. Bounty Hunter
18. Dawn

FABLED, JINXES & LORIC

Widow & Poppy Grower

If the Poppy Grower has their ability, the Widow does not see the Grimoire.

Widow & Damsel

If the Widow is (or has been) in play, the Damsel is poisoned.

FABLED

Djinn

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

Doomsayer

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Engineer
5. Gambler
6. Devil's Advocate
7. Lunatic
8. Zombuul
9. Godfather
10. Acrobat
11. Choirboy
12. Huntsman
13. Damsel
14. Amnesiac
15. Balloonist
16. King
17. Bounty Hunter
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 **Poppy Grower**
Do not inform the Demon/Minions who each other are

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 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8 **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.

9 **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.

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

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

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

13 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

14 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

16 **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.

17 **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.

18 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. 
   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.
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. 
   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. 
   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.
8. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
9. 
   Godfather
   If an Outsider died today: The Godfather points to a player. That player dies.
10. 
    Acrobat
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
11. 
    Choirboy
    If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
12. 
    Huntsman
    The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
13. 
    Damsel
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
14. 
    Amnesiac
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
15. 
    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.
16. 
    King
    If there are more dead than living, show the King a character token of a living player.
17. 
    Bounty Hunter
    If the known evil player has died, point to another evil player.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.