# @.4.1'A.5

v1.0.0 by The Bob

Djinn

## TOWNSFOLK



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



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



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



### Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



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



### Soldier
You are safe from the Demon.



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



### Tea Lady
If both your alive neighbours are good, they can't 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]



### Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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

## OUTSIDER



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



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

## MINION



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



### Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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

## DEMON



### Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### 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. Magician
5. Sailor
6. Poisoner
7. Godfather
8. Witch
9. Washerwoman
10. Librarian
11. Investigator
12. Fortune Teller
13. Balloonist
14. Dawn

## FABLED, JINXES & LORIC

**Pit-Hag & Goon**

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Innkeeper
5. Monk
6. Witch
7. Pit-Hag
8. Fang Gu
9. Vigormortis
10. Godfather
11. Acrobat
12. Professor
13. Fortune Teller
14. Balloonist
15. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Sailor**<br>The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk. |
| 6 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 7 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 8 |  | **Witch**<br>The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 9 |  | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 10 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 11 |  | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 12 |  | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 13 |  | **Balloonist**<br>Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character. |
| 14 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 |  | **Sailor**<br>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**<br>The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned. |
| 4 |  | **Innkeeper**<br>The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk. |
| 5 |  | **Monk**<br>The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'. |
| 6 |  | **Witch**<br>If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 7 |  | **Pit-Hag**<br>The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens. |
| 8 |  | **Fang Gu**<br>The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign. |
| 9 |  | **Vigormortis**<br>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 |  | **Godfather**<br>If an Outsider died today: The Godfather points to a player. That player dies. |
| 11 |  | **Acrobat**<br>If a good living neighbour is drunk or poisoned, the Acrobat player dies. |
| 12 |  | **Professor**<br>If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive. |
| 13 |  | **Fortune Teller**<br>The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon. |
| 14 |  | **Balloonist**<br>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. |
| 15 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |