# Jump ship v1.0.0 *by erik*

Sentinel Djinn

## TOWNSFOLK



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



### 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]



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



### Oracle
Each night*, you learn how many dead players are evil.



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



### Alchemist
You have a not-in-play Minion ability.



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



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



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



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

## 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.



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Zealot
If there are 5 or more players alive, you must vote for every nomination.



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



### Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



### 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.



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



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

## 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]

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poppy Grower
6. Sailor
7. Poisoner
8. Devil's Advocate
9. Damsel
10. Librarian
11. Dreamer
12. Balloonist
13. D — Dawn

## FABLED, JINXES & LORIC

**Alchemist & Organ Grinder**
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

**Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

**Boffin & Drunk**
The Demon cannot have the Drunk ability.

**Boffin & Heretic**
The Demon cannot have the Heretic ability.

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

### FABLED

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

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

### RECOMMENDED TRAVELLERS

**Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**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).

**Voudon**
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

**Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

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

## OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Innkeeper
6. Devil's Advocate
7. Fang Gu
8. Damsel
9. Ravenkeeper
10. Dreamer
11. Oracle
12. Balloonist
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.  **Alchemist**
   Show the Alchemist a not-in-play Minion token
5.  **Poppy Grower**
   Do not inform the Demon/Minions who each other are
6.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7.  **Poisoner**
   The Poisoner points to a player. That player is poisoned.
8.  **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
9.  **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10.  **Librarian**
    Show the character token of an Outsider in play. Point to two players, one of which is that character.
11.  **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12.  **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.
13. 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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

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

7  **Fang Gu**
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.

8  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

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

11  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

12  **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.

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