Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



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.



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

Jinxes & Loric Jobs

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. Marionette
7. Pixie
8. Dreamer
9. Spy
10. Chambermaid
11. Leviathan
12. Dawn

FABLED, JINXES & LORIC

Leviathan & Hatter
The Leviathan cannot enter play after day 5.

Legion & Hatter
If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Legion & Summoner
If Legion is summoned, all evil players become Legion.

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Leviathan & Pit-Hag
The Leviathan cannot enter play after day 5.

Summoner & Pit-Hag
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

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

Summoner & Poppy Grower
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Gambler
4. Pit-Hag
5. Lunatic
6. Lycanthrope
7. Legion
8. Al-Hadikhia
9. Gossip
10. Barber
11. Dreamer
12. Juggler
13. Spy
14. Chambermaid
15. Leviathan
16. 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

Jinxed Jobs

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		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
7		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
8		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9		**Spy** Show the Grimoire to the Spy for as long as they need.
10		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
11		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Jinxed Jobs

1	D	**Dusk** Start the Night Phase.
2		**Poppy Grower** If the Poppy Grower has died, show the Minions/Demon who each other are.
3		**Gambler** The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		**Pit-Hag** 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.
5		**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.
6		**Lycanthrope** The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
7		**Legion** Choose a player, that player dies.
8		**Al-Hadikhia** The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
9		**Gossip** If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
10		**Barber** If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
11		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		**Juggler** If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
13		**Spy** Show the Grimoire to the Spy for as long as they need.
14		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
15		**Leviathan** Change the Leviathan Day reminder for the next day.
16	D	**Dawn** Wait for a few seconds. End the Night Phase.