Whose Boffin Is It Anyway? v2.0.0 *by Vivid*

Djinn

TOWNSFOLK



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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.



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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



Farmer
If you die at night, an alive good player becomes a Farmer.



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



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



Saint
If you die by execution, your team loses.



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



Snitch
Minions start knowing 3 not-in-play characters.



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



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



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.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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



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. Snitch
5. Lil' Monsta
6. Widow
7. Courtier
8. Fortune Teller
9. Dreamer
10. Seamstress
11. Nightwatchman
12. General
13. D — Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Hatter

If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Courtier
3. Pit-Hag
4. Scarlet Woman
5. Imp
6. Fang Gu
7. Lil' Monsta
8. Acrobat
9. Farmer
10. Fortune Teller
11. Dreamer
12. Seamstress
13. Nightwatchman
14. General
15. 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  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

5  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

6  **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.

7  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

8  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

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

10  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

11  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

12  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

13 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 

Courtier

Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3 

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.

4 

Scarlet Woman

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 

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.

6 

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.

7 

Lil' Monsta

Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

8 

Acrobat

If a good living neighbour is drunk or poisoned, the Acrobat player dies.

9 

Farmer

If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

10 

Fortune Teller

The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

11 

Dreamer

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

12 

Seamstress

If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

13 

Nightwatchman

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

14 

General

Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15 D

Dawn

Wait for a few seconds. End the Night Phase.