1 #91

v1.0.0 By The Bob

Djinn

TOWNSFOLK



Gambler

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



Gossip

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Bounty Hunter

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



Alchemist

You have a not-in-play Minion ability.



Pacifist

Executed good players might not die.



Oracle

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



Undertaker

Each night*, you learn which character died by execution today.



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.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Seamstress

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



General

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



Balloonist

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



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.



Golem

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



Tinker

You might die at any time.

MINION



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Poisoner

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



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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.



Pit-Hag

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

DEMON



Leviathan

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

Quick Reference

~~1 #9~~ *The Bob*

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poisoner
6. Mezepheles
7. Fortune Teller
8. Seamstress
9. Noble
10. Balloonist
11. Bounty Hunter
12. General
13. Leviathan
14. Dawn

FABLED, JINXES & LORIC

Pit-Hag & Village Idiot

If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

Alchemist & Organ Grinder

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

Leviathan & Pit-Hag

The Leviathan cannot enter play after day 5.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Pit-Hag
5. Mezepheles
6. Assassin
7. Gossip
8. Acrobat
9. Tinker
10. Fortune Teller
11. Undertaker
12. Oracle
13. Seamstress
14. Balloonist
15. Bounty Hunter
16. General
17. Leviathan
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

~~1 #9~~ The Bob

1. **Dusk**
   Start the Night Phase.
2. **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. **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.  **Poisoner**
   The Poisoner points to a player. That player is poisoned.
6.  **Mezepheles**
   Show the Mezepheles their secret word.
7.  **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.
8.  **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.
9.  **Noble**
   Point to 3 players including one evil player, in no particular order.
10.  **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.
11.  **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.
12.  **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13.  **Leviathan**
    Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

~~1 #9~~ The Bob

1 D **Dusk**
Start the Night Phase.

2  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

6  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

7  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

9  **Tinker**
The Tinker might die.

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  **Undertaker**
If a player was executed today: Show that player's character token.

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

13  **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.

14  **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.

15  **Bounty Hunter**
If the known evil player has died, point to another evil player.

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

17  **Leviathan**
Change the Leviathan Day reminder for the next day.

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