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Fibbin Doomsayer Sentinel Djinn

TOWNSFOLK



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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

MINION



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



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



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

DEMON



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poppy Grower
6. Lunatic
7. Marionette
8. Godfather
9. Amnesiac
10. Clockmaker
11. Noble
12. Cult Leader
13. Dawn

FABLED, JINXES & LORIC

Heretic & Godfather

Only 1 jinxed character can be in play.

FABLED

Fibbin

Once per game, 1 good player might get incorrect information.

Doomsayer

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

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.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Innkeeper
5. Gambler
6. Lunatic
7. Imp
8. Shabaloth
9. Po
10. No Dashii
11. Assassin
12. Godfather
13. Amnesiac
14. Cult Leader
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** 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		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**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.
7		**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.
8		**Godfather** Show each of the Outsider tokens in play.
9		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		**Noble** Point to 3 players including one evil player, in no particular order.
12		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
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		**Philosopher** If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		**Poppy Grower** If the Poppy Grower has died, show the Minions/Demon who each other are.
4		**Innkeeper** The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		**Gambler** The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6		**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.
7		**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.
8		**Shabaloth** One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
9		**Po** If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
10		**No Dashii** The No Dashii points to a player. That player dies.
11		**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.
12		**Godfather** If an Outsider died today: The Godfather points to a player. That player dies.
13		**Amnesiac** If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.