Pathfinder v1.0.0 *by Mevolas Rubenido*

Djinn

TOWNSFOLK



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



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



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



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



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



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.



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



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



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.



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



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

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.



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



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



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



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



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



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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Lleech
6. Mezepheles
7. Amnesiac
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9. Balloonist
10. Bounty Hunter
11. Cult Leader
12. General
13. Leviathan
14. Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir

The Storyteller doesn't declare the Vizier is in play.

Heretic & Lleech

Only 1 jinxed character can be in play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Mezepheles
3. Lunatic
4. Lycanthrope
5. Al-Hadikhia
6. Lleech
7. Acrobat
8. Amnesiac
9. Balloonist
10. Bounty Hunter
11. Cult Leader
12. General
13. Leviathan
14. 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 **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.

5 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

6 **Mezepheles**
Show the Mezepheles their secret word.

7 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8 **Noble**
Point to 3 players including one evil player, in no particular order.

9 **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.

10 **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.

11 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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 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 **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.

3 **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.

4 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5 **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.

6 **Lleech**
The Lleech points to a player. That player dies.

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

8 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

9 **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.

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

11 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

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

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