# Conductor's Cloakroom v1.0.0 *by ZK.*

Djinn

## TOWNSFOLK



### Chef
You start knowing how many pairs of evil players there are.



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### 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]



### 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.



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



### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



### Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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



### Alchemist
You have a not-in-play Minion ability.



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



### 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



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



### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



### 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.



### Baron
There are extra Outsiders in play. [+2 Outsiders]

## DEMON



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Snitch
6. Engineer
7. Poisoner
8. Cerenovus
9. Fearmonger
10. Librarian
11. Investigator
12. Chef
13. Fortune Teller
14. Balloonist
15. General
16. Dawn

## FABLED, JINXES & LORIC

**Alchemist & Organ Grinder**

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

**Plague Doctor & Scarlet Woman**

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

**Plague Doctor & Baron**

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

**Plague Doctor & Fearmonger**

If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Engineer
3. Poisoner
4. Monk
5. Cerenovus
6. Fearmonger
7. Scarlet Woman
8. Imp
9. Fortune Teller
10. Undertaker
11. Balloonist
12. General
13. 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 
**Alchemist**
Show the Alchemist a not-in-play Minion token

5 
**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.

6 
**Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

7 
**Poisoner**
The Poisoner points to a player. That player is poisoned.

8 
**Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

9 
**Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

10 
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

11 
**Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

12 
**Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

13 
**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.

14 
**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.

15 
**General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

16 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 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

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

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

8 **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.

9 **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.

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

11 **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.

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.