Caine's Adventure v1.1.0 *by Omega*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



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



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.



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



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



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



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



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



Tea Lady
If both your alive neighbours are good, they can't die.



Pacifist
Executed good players might not die.

OUTSIDER



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Tinker
You might die at any time.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Sweetheart
When you die, 1 player is drunk from now on.

MINION



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



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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

Quick Reference

Caine's Adventure — by Omega

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poisoner
6. Devil's Advocate
7. Witch
8. Fortune Teller
9. Grandmother
10. Balloonist
11. Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot

If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Boffin & Drunk

The Demon cannot have the Drunk ability.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Innkeeper
5. Devil's Advocate
6. Witch
7. Po
8. Assassin
9. Gossip
10. Acrobat
11. Sweetheart
12. Tinker
13. Grandmother
14. Fortune Teller
15. Balloonist
16. 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		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
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		**Grandmother** Show the marked character token. Point to the marked player.
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	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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **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

8 **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.

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

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

11 **Sweetheart**
Choose a player that is drunk.

12 **Tinker**
The Tinker might die.

13 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

14 **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.

15 **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.

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