What's that smell? v1.0.0 *by DJ*

Djinn

TOWNSFOLK

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

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

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

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.

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

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Soldier
You are safe from the Demon.

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

Farmer
If you die at night, an alive good player becomes a Farmer.

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

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

OUTSIDER

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.

Tinker
You might die at any time.

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

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

MINION

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

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

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

Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

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.

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

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Engineer
6. Preacher
7. Lleech
8. Poisoner
9. Godfather
10. Fearmonger
11. Investigator
12. Chef
13. D — Dawn

FABLED, JINXES & LORIC

Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Alchemist & Mastermind

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

Plague Doctor & Fearmonger

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

Plague Doctor & Boomdandy

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Engineer
3. Preacher
4. Poisoner
5. Innkeeper
6. Gambler
7. Fearmonger
8. Zombuul
9. Shabaloth
10. Lleech
11. Godfather
12. Professor
13. Farmer
14. Tinker
15. D — 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 **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.

6 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

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

9 **Godfather**
Show each of the Outsider tokens in play.

10 **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.

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

Other Nights

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1 **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 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

5 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

7 **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.

8 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

9 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

11 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

12 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

13 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

14 **Tinker**
The Tinker might die.

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