# Predict the Riot v3.1.0 *by ArbitraryVoice*

Djinn

## TOWNSFOLK



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



### Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Oracle
Each night*, you learn how many dead players are evil.



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



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



### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



### 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.



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

## 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.



### Zealot
If there are 5 or more players alive, you must vote for every nomination.

## MINION



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



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



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



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

## DEMON



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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



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

# Quick Reference

*Predict the Riot — by ArbitraryVoice*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. King
6. Marionette
7. Mezepheles
8. Pukka
9. Pixie
10. Dreamer
11. Seamstress
12. Noble
13. Dawn

## FABLED, JINXES & LORIC

**Cannibal & Zealot**

If the Cannibal gains the Zealot ability, the Cannibal learns this.

**Boffin & Drunk**

The Demon cannot have the Drunk ability.

**Riot & King**

If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Bureaucrat**

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

**Harlot**

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

**Judge**

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Gambler
4. Mezepheles
5. Pukka
6. Po
7. Gossip
8. Choirboy
9. Tinker
10. Dreamer
11. Oracle
12. Seamstress
13. King
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

*Predict the Riot — by ArbitraryVoice*

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 
**King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6 
**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.

7 
**Mezepheles**
Show the Mezepheles their secret word.

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

9 
**Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10 
**Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11 
**Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

12 
**Noble**
Point to 3 players including one evil player, in no particular order.

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

# Other Nights

*Predict the Riot — by ArbitraryVoice*

1. **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. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. **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.
5. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6. **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
7. **Gossip**
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
8. **Choirboy**
   If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
9. **Tinker**
   The Tinker might die.
10. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12. **Seamstress**
    If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
13. **King**
    If there are more dead than living, show the King a character token of a living player.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.