Foutje moet kunnen v1.0.0 *by Duiventil*

Djinn

TOWNSFOLK



Bounty Hunter

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess

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



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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.



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.



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Seamstress

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



Alchemist

You have a not-in-play Minion ability.



Amnesiac

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Zealot

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Wraith

You may choose to open your eyes at night. You wake when other evil players do.



Summoner

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Sailor
6. Lleech
7. Damsel
8. Amnesiac
9. Empath
10. Fortune Teller
11. Seamstress
12. Bounty Hunter
13. Nightwatchman
14. Dawn

FABLED, JINXES & LORIC

Bounty Hunter & philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Bounty Hunter & Kazali

An evil Townsfolk is only created if the Bounty Hunter is still in play after the Kazali acts.

Summoner & clockmaker

If the Summoner is in play, the Clockmaker does not receive their information until a Demon is created.

Summoner & Alchemist

If there is an Alchemist-Summoner in play, the game starts with a Demon in play, as normal. If the Alchemist-Summoner chooses a player, they make that player a Demon but do not change their alignment.

Summoner & poppygrower

If the Poppy Grower is alive when the Summoner acts, the Summoner chooses which Demon, but the Storyteller chooses which player.

Summoner & marionette

The Marionette neighbors the Summoner. The Summoner knows who the Marionette is.

Summoner & pithag

The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.

Summoner & Hatter

The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.

Summoner & courtier

If the Summoner is drunk on the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.

Summoner & engineer

If the Engineer removes a Summoner from play before that Summoner uses their ability, the Summoner uses their ability immediately.

Summoner & zombuul

If the Summoner turns a dead player into the Zombuul, the Storyteller treats that player as a Zombuul that has died once.

Summoner & pukka

The Summoner may choose a player to become the Pukka on the 2nd night.

Summoner & legion

If the Summoner creates Legion, most players (including all evil players) become evil Legion.

Summoner & Kazali

The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.

Summoner & preacher

If the Preacher chose the Summoner on or before the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.

Summoner & lordoftyphon

If the Summoner creates a Lord of Typhon, the Lord of Typhon must neighbor a Minion. The other neighbor becomes a not-in-play evil Minion.

Kazali & goon

The Kazali can choose that the Goon player is one of their evil Minions.

Kazali & marionette

If the Kazali chooses to create a Marionette, they must choose one of their neighbors.

Kazali & huntsman

If the Kazali chooses the Damsel to become a Minion, and a Huntsman is in play, a good player becomes the Damsel.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Lycanthrope
4. Al-Hadikhia
5. Lleech
6. Damsel
7. Amnesiac
8. Empath
9. Fortune Teller
10. Seamstress
11. Bounty Hunter
12. Nightwatchman
13. Dawn

Kazali & choirboy

The Kazali cannot choose the King to become a Minion if a Choirboy is in play.

Kazali & soldier

The Kazali can choose that the Soldier player is one of their evil Minions.

Lleech & mastermind

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

Lleech & slayer

If the Slayer slays the Lleech's host, the host dies.

Riot & mayor

The Mayor may choose to stop nominations. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

Riot & monk

If Riot is in play, the Monk-protected player is safe from all evil abilities.

Riot & farmer

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Riot & innkeeper

If Riot is in play, the Innkeeper-protected player is safe from all evil abilities.

Riot & sage

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Riot & banshee

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

Riot & ravenkeeper

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot & soldier

If Riot is in play, the Soldier is safe from all evil abilities.

Riot & grandmother

If Riot is in play and the Grandchild dies during the day, the Grandmother dies too.

Riot & king

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

Riot & exorcist

If the Exorcist chooses Riot on the 3rd night, Minions do not become Riot.

Alchemist & Wraith

An Alchemist-Wraith has no Wraith ability & a Wraith is in play. After each execution, a living Alchemist-Wraith may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

FABLED

Djinn

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

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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

7  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

9  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

10  **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.

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  **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.

13  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

4 **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.

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

6 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

8 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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 **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.

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

12 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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