# Cabin in the Woods v1.0.0 *by Chad Pines*

Djinn

## TOWNSFOLK

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

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

### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

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

### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

### Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

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

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

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

### 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

### Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

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

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

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

## MINION

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

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

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

### Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

## DEMON

### 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.

### Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Courtier
6. Witch
7. Amnesiac
8. Washerwoman
9. Chef
10. Butler
11. Grandmother
12. Nightwatchman
13. Chambermaid
14. Dawn

## FABLED, JINXES & LORIC

**Cannibal & Butler**

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

**Legion & Minstrel**

If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Courtier
4. Innkeeper
5. Witch
6. Pit-Hag
7. Legion
8. Zombuul
9. Shabaloth
10. Fang Gu
11. Sweetheart
12. Amnesiac
13. Grandmother
14. Nightwatchman
15. Butler
16. Chambermaid
17. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
5. **Courtier**
   The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
6. **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
7. **Amnesiac**
   Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8. **Washerwoman**
   Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
9. **Chef**
   Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10. **Butler**
    The Butler points to a player. Mark that player as 'Master'.
11. **Grandmother**
    Show the marked character token. Point to the marked 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. **Chambermaid**
    The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

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1 **Dusk**
Start the Night Phase.

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

3 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

6 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

7 **Legion**
Choose a player, that player dies.

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 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

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

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

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

14 **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.

15 **Butler**
The Butler points to a player. Mark that player as 'Master'.

16 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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