# Featherdusters v1.0.1 *by Etreides*

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.

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

**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.

**Town Crier**
Each night*, you learn if a Minion nominated today.

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

**Monk**
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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

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

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

**Magician**
The Demon thinks you are a Minion. Minions think you are a Demon.

**Ravenkeeper**
If you die at night, you are woken to choose a player: you learn their character.

**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

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

**Mutant**
If you are "mad" about being an Outsider, you might be executed.

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

**Lunatic**
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINION

**Harpy**
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

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

**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]

## DEMON

**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

**Vigormortis**
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

**Vortox**
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

**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

*Featherdusters — by Etreides*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. Lunatic
7. Marionette
8. Mezepheles
9. Pixie
10. Investigator
11. Chef
12. Fortune Teller
13. Dawn

## FABLED, JINXES & LORIC

**Magician & Marionette**

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

**Magician & Legion**

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Apprentice**

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

**Bone Collector**

Once per game, at night, choose a dead player: they regain their ability until dusk.

**Deviant**

If you were funny today, you cannot die by exile.

**Judge**

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

**Voudon**

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Monk
4. Mezepheles
5. Lunatic
6. Legion
7. Imp
8. Vortox
9. Vigormortis
10. Ravenkeeper
11. Fortune Teller
12. Town Crier
13. Oracle
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

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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 **Magician**

6 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7 **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.

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

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

10 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

11 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

12 **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.

13 (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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

7 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

8 **Vortox**
The Vortox points to a player. That player dies.

9 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

10 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

11 **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.

12 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

13 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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