Sastanàqqàm v1.0.0 *by George*

Djinn

TOWNSFOLK



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



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.



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



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.



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



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.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Tinker
You might die at any time.



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



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



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

MINION



Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



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



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



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

DEMON



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



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.



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Marionette
6. Lleech
7. Widow
8. Godfather
9. Pukka
10. Empath
11. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Goblin

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

Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Deviant

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

Scapegoat

If a player of your alignment is executed, you might be executed instead.

Thief

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Innkeeper
4. Gambler
5. Monk
6. Imp
7. Pukka
8. Lleech
9. Godfather
10. Sweetheart
11. Farmer
12. Tinker
13. Ravenkeeper
14. Empath
15. Town Crier
16. 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		**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.
6		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
7		**Widow** Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
8		**Godfather** Show each of the Outsider tokens in play.
9		**Pukka** The Pukka points to a player. That player is poisoned.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11	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  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

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

6  **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.

7  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

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

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

11  **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.

12  **Tinker**
The Tinker might die.

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

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

15  **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).

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