Cult of the New v1.2 v1.2.0 *by Viva La Sam*

Sentinel Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



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.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



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



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

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.



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



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



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



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



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



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.



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

Cult of the New v1.2 — by Viva La Sam

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lleech
5. Widow
6. Mezepheles
7. Pixie
8. Huntsman
9. Damsel
10. Amnesiac
11. Noble
12. Balloonist
13. Nightwatchman
14. General
15. D — Dawn

FABLED, JINXES & LORIC

Widow & Damsel
If the Widow is (or has been) in play, the Damsel is poisoned.

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

Plague Doctor & Boomdandy
If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

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

OTHER NIGHTS

1. D — Dusk
2. Mezepheles
3. Legion
4. Lleech
5. Huntsman
6. Damsel
7. Amnesiac
8. Farmer
9. Balloonist
10. Nightwatchman
11. General
12. D — 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  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

5  **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.

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

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

8  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

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

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

12  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

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  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15 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  **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.

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

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

5  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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  **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.

9  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

10  **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.

11  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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