Civil War v1.0.0 *by JP*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



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



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



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



Soldier
You are safe from the Demon.



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

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.



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.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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

MINION



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



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



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



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.



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Snake Charmer
6. Witch
7. Cerenovus
8. Washerwoman
9. Chef
10. Empath
11. Butler
12. Clockmaker
13. Dreamer
14. Seamstress
15. Mathematician
16. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Snake Charmer
4. Monk
5. Witch
6. Cerenovus
7. Pit-Hag
8. Scarlet Woman
9. Imp
10. Fang Gu
11. No Dashii
12. Barber
13. Sweetheart
14. Ravenkeeper
15. Empath
16. Dreamer
17. Oracle
18. Seamstress
19. Juggler
20. Butler
21. Mathematician
22. 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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

5 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

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

12 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

13 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14 **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.

15 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

16 D **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  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

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  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

7  **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.

8  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

9  **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.

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  **No Dashii**
The No Dashii points to a player. That player dies.

12  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

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

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

16  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

18  **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.

19  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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

21  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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