the city sleeps in flames~ v1.2.0 *by shmeur*

Sentinel Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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.



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



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



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



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



Fool
The first time you die, you don't.

OUTSIDER



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



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.



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.

MINION



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



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.



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

DEMON



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



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



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. Widow
5. Devil's Advocate
6. Cerenovus
7. Pukka
8. Librarian
9. Clockmaker
10. Dreamer
11. Seamstress
12. Chambermaid
13. Mathematician
14. Dawn

FABLED, JINXES & LORIC

Cannibal & Zealot

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

Mathematician & Chambermaid

The Chambermaid can detect if the Mathematician will wake tonight.

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. Dusk
2. Devil's Advocate
3. Cerenovus
4. Scarlet Woman
5. Imp
6. Pukka
7. No Dashii
8. Sage
9. Dreamer
10. Seamstress
11. Chambermaid
12. Mathematician
13. 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 
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.

5 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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 
Pukka
The Pukka points to a player. That player is poisoned.

8 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

9 
Clockmaker
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

10 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11 
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.

12 
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.

13 
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

14 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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

3 **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.

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

5 **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.

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

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

8 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

10 **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.

11 **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.

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

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