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Djinn

TOWNSFOLK



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.



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



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



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



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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

OUTSIDER



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



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.



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.



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

MINION



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



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



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.



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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. Marionette
5. Cerenovus
6. Mezepheles
7. Pukka
8. Pixie
9. Noble
10. Balloonist
11. Spy
12. General
13. Dawn

FABLED, JINXES & LORIC

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

Marionette & Kazali
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Heretic & Spy
Only 1 jinxed character can be in play.

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Cerenovus
3. Mezepheles
4. Pukka
5. Fang Gu
6. Oracle
7. Balloonist
8. Spy
9. General
10. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. 
   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.
5. 
   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.
6. 
   Mezepheles
   Show the Mezepheles their secret word.
7. 
   Pukka
   The Pukka points to a player. That player is poisoned.
8. 
   Pixie
   Show the Pixie 1 in-play Townsfolk character token.
9. 
   Noble
   Point to 3 players including one evil player, in no particular order.
10. 
    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.
11. 
    Spy
    Show the Grimoire to the Spy for as long as they need.
12. 
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **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.

3 **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.

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

5 **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.

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

7 **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.

8 **Spy**
Show the Grimoire to the Spy for as long as they need.

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

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