Shimmers in the fog v1.0.0 *by Bart V*

Djinn

TOWNSFOLK



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Undertaker
Each night*, you learn which character died by execution today.



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.



Soldier
You are safe from the Demon.



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



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



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

MINION



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



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



Wraith
You may choose to open your eyes at night. You wake when other evil players do.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMON



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



Vortex
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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

Shimmers in the fog — by Bart V

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Devil's Advocate
6. Pixie
7. Librarian
8. Investigator
9. Chef
10. Fortune Teller
11. General
12. Dawn

FABLED, JINXES & LORIC

Summoner & clockmaker
If the Summoner is in play, the Clockmaker does not receive their information until a Demon is created.

Summoner & alchemist
If there is an Alchemist-Summoner in play, the game starts with a Demon in play, as normal. If the Alchemist-Summoner chooses a player, they make that player a Demon but do not change their alignment.

Summoner & poppygrower
If the Poppy Grower is alive when the Summoner acts, the Summoner chooses which Demon, but the Storyteller chooses which player.

Summoner & marionette
The Marionette neighbors the Summoner. The Summoner knows who the Marionette is.

Summoner & pithag
The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.

Summoner & hatter
The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.

Summoner & courtier
If the Summoner is drunk on the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.

Summoner & engineer
If the Engineer removes a Summoner from play before that Summoner uses their ability, the Summoner uses their ability immediately.

Summoner & zombuul
If the Summoner turns a dead player into the Zombuul, the Storyteller treats that player as a Zombuul that has died once.

Summoner & pukka
The Summoner may choose a player to become the Pukka on the 2nd night.

Summoner & legion
If the Summoner creates Legion, most players (including all evil players) become evil Legion.

Summoner & kazali
The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.

Summoner & preacher
If the Preacher chose the Summoner on or before the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.

Summoner & lordoftyphon
If the Summoner creates a Lord of Typhon, the Lord of Typhon must neighbor a Minion. The other neighbor becomes a not-in-play evil Minion.

Vortox & Banshee
If the Vortox is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Devil's Advocate
5. Imp
6. Fang Gu
7. Vortox
8. Sweetheart
9. Fortune Teller
10. Undertaker
11. Town Crier
12. General
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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

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

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

8  **Investigator**
Show the character token of a Minion 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  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

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.

Other Nights

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

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

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 **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.

7 **Vortox**
The Vortox points to a player. That player dies.

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

9 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

10 **Undertaker**
If a player was executed today: Show that player's character token.

11 **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).

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

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