Piltover and Xaan v1.0.0 *by Michael*

Djinn

TOWNSFOLK



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



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



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



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



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



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



Alchemist
You have a not-in-play Minion ability.

OUTSIDER



Tinker
You might die at any time.



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



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



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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

DEMON



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]



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Engineer
6. Poisoner
7. Godfather
8. Investigator
9. Chef
10. Clockmaker
11. Noble
12. Balloonist
13. Cult Leader
14. Dawn

FABLED, JINXES & LORIC

Riot & Innkeeper

If Riot nominates and executes an Innkeeper-protected player, good wins.

Plague Doctor & Boomdandy

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

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Butcher

Each day, after the 1st execution, you may nominate again.

Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

OTHER NIGHTS

1. Dusk
2. Engineer
3. Poisoner
4. Innkeeper
5. Lycanthrope
6. Fang Gu
7. Godfather
8. Professor
9. Tinker
10. Balloonist
11. Cult Leader
12. 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. **Alchemist**
   Show the Alchemist a not-in-play Minion token
5. **Engineer**
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
6. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
7. **Godfather**
   Show each of the Outsider tokens in play.
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. **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
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. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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

2 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

8 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

9 **Tinker**
The Tinker might die.

10 **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.

11 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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