Watch the fire burn v1.0.0 *by Marco*

Djinn

TOWNSFOLK



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



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



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



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



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



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Farmer
If you die at night, an alive good player becomes a Farmer.

OUTSIDER



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



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Tinker
You might die at any time.



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

MINION



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



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

DEMON



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.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Snake Charmer
6. Amnesiac
7. Librarian
8. Dreamer
9. Noble
10. Bounty Hunter
11. General
12. D — Dawn

FABLED, JINXES & LORIC

Cannibal & Princess

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

Boffin & Drunk

The Demon cannot have the Drunk ability.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Snake Charmer
4. Imp
5. No Dashii
6. Vigormortis
7. Gossip
8. Acrobat
9. Amnesiac
10. Farmer
11. Tinker
12. Dreamer
13. Bounty Hunter
14. General
15. D — 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 
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 
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 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

8 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

9 
Noble
Point to 3 players including one evil player, in no particular order.

10 
Bounty Hunter
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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 **Dusk**
Start the Night Phase.

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

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  **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.

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

6  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

7  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

8  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

9  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

10  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

11  **Tinker**
The Tinker might die.

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

13  **Bounty Hunter**
If the known evil player has died, point to another evil player.

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

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