# The Flaming Eye of Sauron v1.1.0 *by Mc.Gnolan*

Djinn

## TOWNSFOLK



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



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



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



### Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



### Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### 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.



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



### Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



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

## OUTSIDER



### Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### 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



### 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]



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



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



### 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.



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

## DEMON



### Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



### 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. Alchemist
5. Marionette
6. Preacher
7. Lil' Monsta
8. Poisoner
9. Godfather
10. Cerenovus
11. Pixie
12. Huntsman
13. Damsel
14. Noble
15. Balloonist
16. Spy
17. Dawn

## FABLED, JINXES & LORIC

**Alchemist & Organ Grinder**
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

**Alchemist & Spy**
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

**Plague Doctor & Spy**
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

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

**Marionette & Huntsman**
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

**Spy & Damsel**
If the Spy is (or has been) in play, the Damsel is poisoned.

**Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

**Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

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

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Preacher
3. Poisoner
4. Cerenovus
5. Lil' Monsta
6. Godfather
7. Huntsman
8. Damsel
9. Farmer
10. Oracle
11. Juggler
12. Balloonist
13. Spy
14. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>Show the Alchemist a not-in-play Minion token |
| 5 |  | **Marionette**<br>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. |
| 6 |  | **Preacher**<br>The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token. |
| 7 |  | **Lil' Monsta**<br>Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. |
| 8 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 9 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 10 |  | **Cerenovus**<br>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. |
| 11 |  | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 12 |  | **Huntsman**<br>The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token. |
| 13 |  | **Damsel**<br>Wake all the Minions, show them the 'This character selected you' card and the Damsel token. |
| 14 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 15 |  | **Balloonist**<br>Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character. |
| 16 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 17 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

2 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

4 **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.

5 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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

7 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

8 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

9 **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.

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

11 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

12 **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.

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

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