Turned into what? v1.0.0 *by Kkyabit*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



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



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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



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.

MINION



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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



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

DEMON



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



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



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



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 Philosopher
5 Poppy Grower
6 Marionette
7 Engineer
8 Lil' Monsta
9 Snake Charmer
10 Godfather
11 Huntsman
12 Damsel
13 Chef
14 Empath
15 Seamstress
16 Balloonist
17 Chambermaid
18 D Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Hatter
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

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

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

Summoner & Kazali
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Summoner & Lord of Typhon
If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

Summoner & Pit-Hag
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

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

Summoner & Engineer
If the living Summoner is removed from play, the Storyteller has the Summoner ability.

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

Lil' Monsta & Poppy Grower
If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Summoner & Poppy Grower
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

Pit-Hag & Damsel
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

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.

RECOMMENDED TRAVELLERS

Cacklejack
Each day, choose a player: a different player changes character tonight.

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Deviant
If you were funny today, you cannot die by exile.

OTHER NIGHTS

1 D Dusk
2 Philosopher
3 Poppy Grower
4 Engineer
5 Snake Charmer
6 Pit-Hag
7 Imp
8 Lil' Monsta
9 Godfather
10 Barber
11 Huntsman
12 Damsel
13 Farmer
14 Empath
15 Seamstress
16 Balloonist
17 Chambermaid
18 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 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Poppy Grower**
Do not inform the Demon/Minions who each other are

6 **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.

7 **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.

8 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9 **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.

10 **Godfather**
Show each of the Outsider tokens in play.

11 **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.

12 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

13 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

14 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

15 **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16 **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.

17 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

18 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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

4 **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.

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 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

7 **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.

8 **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.

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

10 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

11 **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.

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

13 **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.

14 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

15 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16 **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.

17 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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