Whose Child is This v1.0.0 *by OccationalCalligraphy*

Djinn

TOWNSFOLK



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Balloonist

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



General

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



Dreamer

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, 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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Boffin

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

DEMON



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Grandmother
5. Dreamer
6. Balloonist
7. General
8. Leviathan
9. Dawn

FABLED, JINXES & LORIC

Leviathan & Mayor

If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Leviathan & Grandmother

If the Leviathan is in play and the Grandchild dies by execution, evil wins.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Grandmother
3. Dreamer
4. Balloonist
5. General
6. Leviathan
7. 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  **Grandmother**
Show the marked character token. Point to the marked player.

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

6  **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.

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

8  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Grandmother**
   If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
3. **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
4. **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.
5. **General**
   Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
6. **Leviathan**
   Change the Leviathan Day reminder for the next day.
7. **Dawn**
   Wait for a few seconds. End the Night Phase.