Fond of Me Lobster v1.0.0 *by Mevolas Rubenido*

Djinn

TOWNSFOLK



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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.



Lycanthrope

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



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Cannibal

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

OUTSIDER



Hermit

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



Golem

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



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



Marionette

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



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. Marionette
5. Balloonist
6. Nightwatchman
7. General
8. Leviathan
9. Dawn

FABLED, JINXES & LORIC

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

FABLED

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

OTHER NIGHTS

1. Dusk
2. Lycanthrope
3. Balloonist
4. Nightwatchman
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  **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  **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.

6  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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. 
   Lycanthrope
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
3. 
   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.
4. 
   Nightwatchman
   The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
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.