C.H+#7.D!HC H

v1.000 by The Bob

Djinn

TOWNSFOLK



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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

OUTSIDER



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



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Tinker
You might die at any time.

MINION



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

C H b y #1 7 D 3 b d C H

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Magician
6. Lunatic
7. Sailor
8. Lleech
9. Poisoner
10. Witch
11. Washerwoman
12. Librarian
13. Investigator
14. Fortune Teller
15. Balloonist
16. Dawn

FABLED, JINXES & LORIC

Summoner & Poppy Grower

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

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Innkeeper
6. Gambler
7. Witch
8. Lunatic
9. Shabaloth
10. Po
11. Lleech
12. Assassin
13. Gossip
14. Tinker
15. Moonchild
16. Fortune Teller
17. Balloonist
18. 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

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		**Poppy Grower** Do not inform the Demon/Minions who each other are
5		**Magician**
6		**Lunatic** If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
8		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
9		**Poisoner** The Poisoner points to a player. That player is poisoned.
10		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
11		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
12		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
13		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
14		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
15		**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.
16	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

C H b y # 7 n d 3 b d C H

1	D	**Dusk** Start the Night Phase.
2		**Poppy Grower** If the Poppy Grower has died, show the Minions/Demon who each other are.
3		**Sailor** The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
4		**Poisoner** The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		**Innkeeper** The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		**Gambler** The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
7		**Witch** If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8		**Lunatic** Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
9		**Shabaloth** One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
10		**Po** If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
11		**Lleech** The Lleech points to a player. That player dies.
12		**Assassin** If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
13		**Gossip** If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
14		**Tinker** The Tinker might die.
15		**Moonchild** If the Moonchild used their ability to target a player today: If that player is good, they die.
16		**Fortune Teller** The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
17		**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.
18	D	**Dawn** Wait for a few seconds. End the Night Phase.