# Salem 1692 v1.0.1 *by seaplus*

Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Clockmaker**
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



**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.



**Undertaker**
Each night*, you learn which character died by execution today.



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



**Acrobat**
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



**Slayer**
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



**Ravenkeeper**
If you die at night, you are woken to choose a player: you learn their character.

## OUTSIDER



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



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



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



**Heretic**
Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



**Mezepheles**
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



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



**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



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Witch
6. Mezepheles
7. Damsel
8. Librarian
9. Fortune Teller
10. Clockmaker
11. Dreamer
12. Seamstress
13. Balloonist
14. Dawn

## FABLED, JINXES & LORIC

**Boffin & Drunk**
The Demon cannot have the Drunk ability.

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

**Boffin & Heretic**
The Demon cannot have the Heretic ability.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Gambler
3. Witch
4. Mezepheles
5. Imp
6. Assassin
7. Acrobat
8. Damsel
9. Ravenkeeper
10. Fortune Teller
11. Undertaker
12. Dreamer
13. Seamstress
14. Juggler
15. Balloonist
16. 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  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

6  **Mezepheles**
Show the Mezepheles their secret word.

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

8  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

9  **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.

10  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

12  **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.

13  **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.

14 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 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5 **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.

6 **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.

7 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

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

9 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

10 **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.

11 **Undertaker**
If a player was executed today: Show that player's character token.

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

13 **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.

14 **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.

15 **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.

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