Recruitment Drive v1.0.0 *by Rainycap*

Spirit of Ivory · Djinn

TOWNSFOLK



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Snake Charmer

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Innkeeper

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



Savant

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



Seamstress

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



Alchemist

You have a not-in-play Minion ability.



Farmer

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



Magician

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



Ravenkeeper

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



Poppy Grower

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



Mayor

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

OUTSIDER



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Lunatic

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Mezepheles

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



Marionette

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



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

DEMON



Kazali

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Magician
7. Lunatic
8. Marionette
9. Snake Charmer
10. Cerenovus
11. Fearmonger
12. Mezepheles
13. Pixie
14. Seamstress
15. Bounty Hunter
16. Cult Leader
17. Dawn

FABLED, JINXES & LORIC

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

Bounty Hunter & Kazali
If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

Plague Doctor & Fearmonger
If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Magician & Marionette
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

Magician & Legion
If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

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

RECOMMENDED TRAVELLERS

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Innkeeper
4. Snake Charmer
5. Cerenovus
6. Fearmonger
7. Mezepheles
8. Lunatic
9. Legion
10. Fang Gu
11. Farmer
12. Ravenkeeper
13. Seamstress
14. Bounty Hunter
15. Cult Leader
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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**Magician**
7		**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.
8		**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.
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		**Cerenovus** The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
11		**Fearmonger** The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
12		**Mezepheles** Show the Mezepheles their secret word.
13		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
14		**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.
15		**Bounty Hunter** Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
16		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
17	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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **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.

5 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7 **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.

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 **Legion**
Choose a player, that player dies.

10 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

11 **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.

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

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 **Bounty Hunter**
If the known evil player has died, point to another evil player.

15 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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