What Alignment Are You, Anyway? v1.0.0 *by theosunflowers*

Djinn

TOWNSFOLK



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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



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



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.



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



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



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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



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

OUTSIDER



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



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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

MINION



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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]

DEMON



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.



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Sailor
6. Marionette
7. Lleech
8. Evil Twin
9. Cerenovus
10. Mezepheles
11. Pukka
12. Amnesiac
13. Washerwoman
14. Seamstress
15. Balloonist
16. Bounty Hunter
17. Cult Leader
18. 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. Sailor
3. Innkeeper
4. Cerenovus
5. Mezepheles
6. Lunatic
7. Pukka
8. No Dashii
9. Vortox
10. Lleech
11. Amnesiac
12. Seamstress
13. Juggler
14. Balloonist
15. Bounty Hunter
16. Cult Leader
17. 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  **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.

5  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6  **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.

7  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

8  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

9  **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.

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

11  **Pukka**
The Pukka points to a player. That player is poisoned.

12  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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  **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  **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.

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

18 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 **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.

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 **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.

5 **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.

6 **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.

7 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8 **No Dashii**
The No Dashii points to a player. That player dies.

9 **Vortox**
The Vortox points to a player. That player dies.

10 **Lleech**
The Lleech points to a player. That player dies.

11 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12 **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.

13 **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.

14 **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.

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

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.