



All editions:
Fabled



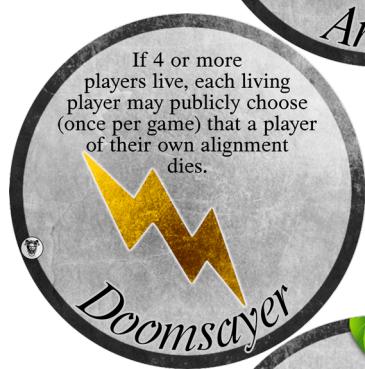
Angel



Buddhist



Djinn



Doomsayer



Duchess



Fibbin



Fiddler



Hell's Librarian



Revolutionary



Sentinel



Spirit of Ivory



Toymaker

Something bad
might happen to whoever is
most responsible for
the death of a new player.

For the
first 2 minutes of
each day, veteran players
may not talk.

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

If 4 or more
players live, each living
player may publicly choose
(once per game) that a player
of their own alignment
dies.

Each day, 3 players
may choose to visit you.
At night*, each visitor
learns how many are evil,
but 1 gets false info.

Once per game,
1 good player might get
incorrect information.

Something bad might
happen to whoever talks
when the Storyteller has
asked for silence.

2 neighboring players
are known to be
the same alignment.
Once per game, 1 of them
registers falsely.

There might be
1 extra or 1 fewer
Outsider in play.

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

The Demon may
choose not to attack & must
do this at least once per game.
Evil players get
normal starting info.