Roar of the Biceratops v1.0.0 *by Cam*

Sentinel · Spirit of Ivory · Djinn

TOWNSFOLK



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



Fool
The first time you die, you don't.



Pacifist
Executed good players might not die.



Tea Lady
If both your alive neighbours are good, they can't die.



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

OUTSIDER



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



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



Pukka

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

Quick Reference

Roar of the Biceratops — by Cam

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Preacher
6. Devil's Advocate
7. Mezepheles
8. Pukka
9. Amnesiac
10. Grandmother
11. Chambermaid
12. Dawn

FABLED, JINXES & LORIC

Yaggababble & Exorcist

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

FABLED

Sentinel

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

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).

Deviant

If you were funny today, you cannot die by exile.

Harlot

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

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Preacher
4. Innkeeper
5. Gambler
6. Devil's Advocate
7. Pit-Hag
8. Mezepheles
9. Scarlet Woman
10. Exorcist
11. Pukka
12. Po
13. Assassin
14. Gossip
15. Barber
16. Amnesiac
17. Farmer
18. Moonchild
19. Grandmother
20. Chambermaid
21. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

6  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

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

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

10  **Grandmother**
Show the marked character token. Point to the marked player.

11  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

12 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 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

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

6 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

8 **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.

9 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

10 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

12 **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

13 **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.

14 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

15 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

17 **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.

18 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

19 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

20 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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