Blurred Lines v26.0.0 *by Trae Lenox*

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.

Empath
Each night, you learn how many of your 2 alive neighbours are evil.

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

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.

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

Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

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

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

Alchemist
You have a not-in-play Minion ability.

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.

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

OUTSIDER

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

Snitch
Minions start knowing 3 not-in-play characters.

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.

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

MINION

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

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.

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON

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

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

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

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3. Demon Info
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5. Poppy Grower
6. Snitch
7. Lunatic
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17. Bounty Hunter
18. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
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3. Poisoner
4. Innkeeper
5. Witch
6. Lunatic
7. Lycanthrope
8. Imp
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11. Assassin
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14. Barber
15. Amnesiac
16. Moonchild
17. Ravenkeeper
18. Empath
19. Fortune Teller
20. Balloonist
21. Bounty Hunter
22. 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 **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

9 **Godfather**
Show each of the Outsider tokens in play.

10 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

12 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

14 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

15 **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.

16 **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.

17 **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.

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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

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 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8 **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.

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

12 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

14 **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.

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

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

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

18 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

19 **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.

20 **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.

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

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