# 120 Hours Remain v1.0.1 *by McBehrer*

Djinn

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



### Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



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



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



### Town Crier
Each night*, you learn if a Minion nominated today.



### Nightwatchman
Once per game, at night, choose a player: they learn who you are.



### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

## OUTSIDER



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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



### Mutant
If you are "mad" about being an Outsider, you might be executed.



### Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

## MINION



### Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



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



### Baron
There are extra Outsiders in play. [+2 Outsiders]



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

## DEMON



### Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Marionette
6. Widow
7. Cerenovus
8. Huntsman
9. Damsel
10. Washerwoman
11. Empath
12. Dreamer
13. Seamstress
14. Noble
15. Nightwatchman
16. Leviathan
17. Dawn

## FABLED, JINXES & LORIC

**Marionette & Huntsman**

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

**Widow & Damsel**

If the Widow is (or has been) in play, the Damsel is poisoned.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Harlot**

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

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Barista**

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Apprentice**

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

**Bishop**

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Cerenovus
4. Huntsman
5. Damsel
6. Empath
7. Dreamer
8. Town Crier
9. Seamstress
10. Nightwatchman
11. Leviathan
12. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Philosopher**
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5. **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.
6. **Widow**
   Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
7. **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.
8. **Huntsman**
   The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
9. **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10. **Washerwoman**
    Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13. **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.
14. **Noble**
    Point to 3 players including one evil player, in no particular order.
15. **Nightwatchman**
    The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
16. **Leviathan**
    Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
17. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

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1 D

**Dusk**

Start the Night Phase.

2 

**Philosopher**

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 

**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.

4 

**Huntsman**

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

5 

**Damsel**

If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

6 

**Empath**

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

7 

**Dreamer**

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

8 

**Town Crier**

Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

9 

**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.

10 

**Nightwatchman**

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

11 

**Leviathan**

Change the Leviathan Day reminder for the next day.

12 D

**Dawn**

Wait for a few seconds. End the Night Phase.