# TOWN'S BEEN PINK WASHED v1.69 v1.69.0 *by Alex D*

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.



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



### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



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



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



### 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.



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

## OUTSIDER



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



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



### Saint
If you die by execution, your team loses.



### Sweetheart
When you die, 1 player is drunk from now on.

## MINION



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



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



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



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

## DEMON



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



### 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.



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

# Quick Reference

*TOWN'S BEEN PINK WASHED v1.69 — by Alex D*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. King
6. Sailor
7. Lleech
8. Godfather
9. Witch
10. Pixie
11. Amnesiac
12. Seamstress
13. Noble
14. Bounty Hunter
15. Dawn

## FABLED, JINXES & LORIC

**Pit-Hag & Goon**

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Witch
4. Pit-Hag
5. Scarlet Woman
6. Lunatic
7. Imp
8. Shabaloth
9. Lleech
10. Godfather
11. Gossip
12. Sweetheart
13. Amnesiac
14. Seamstress
15. King
16. Bounty Hunter
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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

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

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

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

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

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

12  **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.

13  **Noble**
Point to 3 players including one evil player, in no particular order.

14  **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.

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

# Other Nights

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

4 **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.

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

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 **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.

8 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

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

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

12 **Sweetheart**
Choose a player that is drunk.

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

14 **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.

15 **King**
If there are more dead than living, show the King a character token of a living player.

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

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