Trouble with Rising v1.0.0 *by Yash s*

Sentinel

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



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.



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



Undertaker
Each night*, you learn which character died by execution today.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



Soldier
You are safe from the Demon.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Saint
If you die by execution, your team loses.



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



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.

MINION



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



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



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



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

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Washerwoman
6. Librarian
7. Investigator
8. Chef
9. Empath
10. Fortune Teller
11. Grandmother
12. Spy
13. Dawn

FABLED, JINXES & LORIC

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. Imp
6. Assassin
7. Professor
8. Moonchild
9. Grandmother
10. Ravenkeeper
11. Empath
12. Fortune Teller
13. Undertaker
14. Spy
15. 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		**Poisoner** The Poisoner points to a player. That player is poisoned.
5		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
6		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
7		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
8		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		**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.
11		**Grandmother** Show the marked character token. Point to the marked player.
12		**Spy** Show the Grimoire to the Spy for as long as they need.
13	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		**Poisoner** The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		**Monk** The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4		**Scarlet Woman** If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5		**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.
6		**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.
7		**Professor** If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
8		**Moonchild** If the Moonchild used their ability to target a player today: If that player is good, they die.
9		**Grandmother** If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
10		**Ravenkeeper** If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
11		**Empath** Show the finger signal (0, 1, 2) for the number of evil neighbours.
12		**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.
13		**Undertaker** If a player was executed today: Show that player's character token.
14		**Spy** Show the Grimoire to the Spy for as long as they need.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.