

# Night at the Mausoleum v1.0.0 *by Kelly*

## TOWNSFOLK



### Noble

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



### Librarian

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



### 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.



### High Priestess

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



### Undertaker

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



### Lycanthrope

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



### Nightwatchman

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



### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Huntsman

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



### Slayer

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



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



### Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

## OUTSIDER



### Recluse

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



### 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.



### 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



### Cerenovus

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



### Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



### Scarlet Woman

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



### Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



### Imp

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



### Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

# Quick Reference

Night at the Mausoleum — by Kelly

## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Courtier
- 5  Cerenovus
- 6  Pixie
- 7  Huntsman
- 8  Damsel
- 9  Librarian
- 10  Empath
- 11  Noble
- 12  Nightwatchman
- 13  Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS



#### Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

## OTHER NIGHTS

- 1  Dusk
- 2  Courtier
- 3  Cerenovus
- 4  Scarlet Woman
- 5  Lycanthrope
- 6  Imp
- 7  Vigormortis
- 8  Barber
- 9  Huntsman
- 10  Damsel
- 11  Empath
- 12  Undertaker
- 13  Nightwatchman
- 14  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  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                     |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Courtier</b><br>  The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.                                                                                                           |
| 5  |    | <b>Cerenovus</b><br>  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. |
| 6  |    | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                       |
| 7  |    | <b>Huntsman</b><br>  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.                                                                                                                   |
| 8  |    | <b>Damsel</b><br>  Wake all the Minions, show them the 'This character selected you' card and the Damsel token.                                                                                                                                                                                             |
| 9  |    | <b>Librarian</b><br>  Show the character token of an Outsider in play. Point to two players, one of which is that character.                                                                                                                                                                                |
| 10 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.                                                                                                                                                                                                  |
| 11 |  | <b>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                                                                                                                     |
| 12 |  | <b>Nightwatchman</b><br>  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.                                                                                                       |
| 13 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                               |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                      |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                              |
| 2  |    | <b>Courtier</b><br>  Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk. |
| 3  |    | <b>Cerenovus</b><br>  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  |    | <b>Scarlet Woman</b><br>  If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.                                                                                                                                                                                                |
| 5  |    | <b>Lycanthrope</b><br>  The Lycanthrope points to a living player: if good, they die and no one else can die tonight.                                                                                                                                                                                                |
| 6  |    | <b>Imp</b><br>  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.                                                                                                              |
| 7  |    | <b>Vigormortis</b><br>  The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.                                                                                                                                                |
| 8  |    | <b>Barber</b><br>  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.  |
| 9  |   | <b>Huntsman</b><br>  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.                                                                                                                            |
| 10 |  | <b>Damsel</b><br>  If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.                                                                                                                                                                                              |
| 11 |  | <b>Empath</b><br>  Show the finger signal (0, 1, 2) for the number of evil neighbours.                                                                                                                                                                                                                               |
| 12 |  | <b>Undertaker</b><br>  If a player was executed today: Show that player's character token.                                                                                                                                                                                                                           |
| 13 |  | <b>Nightwatchman</b><br>  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.                                                                                                                |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                        |