Reign of Terror v1.0.0 *by Raz*

TOWNSFOLK



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



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



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



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



Pacifist
Executed good players might not die.



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



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER



Politician
If you were the player most responsible for your team losing, you change alignment & win, 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.



Saint
If you die by execution, your team loses.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



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

Quick Reference

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FIRST NIGHT

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2. Minion Info
3. Demon Info
4. Philosopher
5. King
6. Courtier
7. Devil's Advocate
8. Mezepheles
9. Amnesiac
10. Washerwoman
11. Investigator
12. Clockmaker
13. Balloonist
14. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Courtier
4. Devil's Advocate
5. Mezepheles
6. Vigormortis
7. Gossip
8. Choirboy
9. Amnesiac
10. Moonchild
11. Undertaker
12. Balloonist
13. King
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 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 **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 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6 **Courtier**
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.

7 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8 **Mezepheles**
Show the Mezepheles their secret word.

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

10 **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

11 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

12 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

13 **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.

14 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 

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 

Courtier

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.

4 

Devil's Advocate

The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5 

Mezepheles

Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

6 

Vigormortis

The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

7 

Gossip

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

8 

Choirboy

If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

9 

Amnesiac

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

10 

Moonchild

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

11 

Undertaker

If a player was executed today: Show that player's character token.

12 

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.

13 

King

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

14 D

Dawn

Wait for a few seconds. End the Night Phase.