Gaslight Gatekeep Goblin v1.0.1

by Kim, Ethan, sabenite, Luxray

Djinn

TOWNSFOLK

Chef

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

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.

General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

Dreamer

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

Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

Oracle

Each night*, you learn how many dead players are evil.

Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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]

Farmer

If you die at night, an alive good player becomes a Farmer.

Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER

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.

Drunk

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

Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Lunatic

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

MINION

Cerenovus

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

Pit-Hag

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

Goblin

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

Marionette

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

DEMON

Vigormortis

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

Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. Lunatic
7. Marionette
8. Snake Charmer
9. Cerenovus
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11. Huntsman
12. Damsel
13. Librarian
14. Chef
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16. General
17. Dawn

FABLED, JINXES & LORIC

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

Pit-Hag & Damsel
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

Cerenovus & Goblin
The Cerenovus may choose to make a player mad that they are the Goblin.

Magician & Marionette
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Innkeeper
4. Snake Charmer
5. Cerenovus
6. Pit-Hag
7. Lunatic
8. Fang Gu
9. Vortox
10. Vigormortis
11. Barber
12. Huntsman
13. Damsel
14. Farmer
15. Dreamer
16. Oracle
17. General
18. 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
Magician

6
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.

7
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.

8
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

9
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.

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

11
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.

12
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

13
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

14
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

15
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

16
General
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

17 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
Innkeeper
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

5
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.

6
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.

7
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.

8
Fang Gu
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9
Vortox
The Vortox points to a player. That player dies.

10
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.

11
Barber
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.

12
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.

13
Damsel
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

14
Farmer
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

15
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

16
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

17
General
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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