

The Rainbow Connection v1.0.0 by Dakota Avery

TOWNSFOLK



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.)



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk 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.



Dreamer

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



Town Crier

Each night*, you learn if a Minion nominated today.



Innkeeper

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



Gossip

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



Savant

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



Artist

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Amnesiac

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

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Saint

If you die by execution, your team loses.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Lunatic

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



Sweetheart

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

MINION



Godfather

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



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]



Scarlet Woman

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

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.

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Lunatic
- 5  Lleech
- 6  Poisoner
- 7  Godfather
- 8  Pixie
- 9  ? Amnesiac
- 10  Librarian
- 11  Investigator
- 12  Butler
- 13  Dreamer
- 14  Seamstress
- 15  Bounty Hunter
- 16  D Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Innkeeper
- 4  Scarlet Woman
- 5  Lunatic
- 6  Imp
- 7  Lleech
- 8  Assassin
- 9  Godfather
- 10  Gossip
- 11  Sweetheart
- 12  Sage
- 13  ? Amnesiac
- 14  Dreamer
- 15  Town Crier
- 16  Seamstress
- 17  Bounty Hunter
- 18  Butler
- 19  D 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		Dusk Start the Night Phase.
2		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		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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Godfather Show each of the Outsider tokens in play.
8		Pixie Show the Pixie 1 in-play Townsfolk character token.
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		Librarian Show the character token of an Outsider 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		Butler The Butler points to a player. Mark that player as 'Master'.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		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.
15		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.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		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		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5		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.
6		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.
7		Lleech The Lleech points to a player. That player dies.
8		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.
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		Sweetheart Choose a player that is drunk.
12		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
13		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
16		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.
17		Bounty Hunter If the known evil player has died, point to another evil player.
18		Butler The Butler points to a player. Mark that player as 'Master'.
19		Dawn Wait for a few seconds. End the Night Phase.