Walking a tightrope v1.0.0 *by Caity*

Sentinel · Storm Catcher · Djinn

TOWNSFOLK

Steward
You start knowing 1 good player.

Knight
You start knowing 2 players that are not the Demon.

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.

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

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

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.

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

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

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

Tea Lady
If both your alive neighbours are good, they can't die.

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

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

Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

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

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

Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

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.

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Sailor
6. Lleech
7. Poisoner
8. Widow
9. Courtier
10. Cerenovus
11. Pukka
12. Pixie
13. Dreamer
14. Seamstress
15. Bounty Hunter
16. Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.

Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

FABLED

Sentinel

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

Djinn

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

LORIC

Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

RECOMMENDED TRAVELLERS

Butcher

Each day, after the 1st execution, you may nominate again.

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Courtier
6. Innkeeper
7. Cerenovus
8. Pukka
9. No Dashii
10. Vigormortis
11. Lleech
12. Gossip
13. Acrobat
14. Sweetheart
15. Dreamer
16. Seamstress
17. Bounty Hunter
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. **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.
   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.
   Sailor
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6.
   Lleech
   The Lleech points to a player. Place the Poisoned reminder token.
7.
   Poisoner
   The Poisoner points to a player. That player is poisoned.
8.
   Widow
   Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
9.
   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.
10.
    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.
11.
    Pukka
    The Pukka points to a player. That player is poisoned.
12.
    Pixie
    Show the Pixie 1 in-play Townsfolk character token.
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 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
Sailor
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

4
Poisoner
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5
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.

6
Innkeeper
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

7
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.

8
Pukka
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9
No Dashii
The No Dashii 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
Lleech
The Lleech points to a player. That player dies.

12
Gossip
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

13
Acrobat
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

14
Sweetheart
Choose a player that is drunk.

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

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