lights out v1.1.0 *by noname*

Djinn

TOWNSFOLK



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



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



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



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



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.

OUTSIDER



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.



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



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



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



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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

DEMON



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



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. King
6. Marionette
7. Lil' Monsta
8. Godfather
9. Devil's Advocate
10. Pukka
11. Pixie
12. Librarian
13. Empath
14. Butler
15. Noble
16. Bounty Hunter
17. Dawn

FABLED, JINXES & LORIC

Legion & Hatter

If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Lil' Monsta & Hatter

If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Cannibal & Butler

If the Cannibal gains the Butler ability, the Cannibal learns this.

Bounty Hunter & Philosopher

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

Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Gambler
4. Devil's Advocate
5. Exorcist
6. Legion
7. Pukka
8. No Dashii
9. Lil' Monsta
10. Godfather
11. Choirboy
12. Moonchild
13. Empath
14. Oracle
15. King
16. Bounty Hunter
17. Butler
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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6  **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.

7  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

8  **Godfather**
Show each of the Outsider tokens in play.

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

10  **Pukka**
The Pukka points to a player. That player is poisoned.

11  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

13  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

14  **Butler**
The Butler points to a player. Mark that player as 'Master'.

15  **Noble**
Point to 3 players including one evil player, in no particular order.

16  **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.

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 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

5 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

6 **Legion**
Choose a player, that player dies.

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

8 **No Dashii**
The No Dashii points to a player. That player dies.

9 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

10 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

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

13 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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

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

16 **Bounty Hunter**
If the known evil player has died, point to another evil player.

17 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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