

Quis custodiet ipsos nox custodes? v1.0.0 by Ekin



TOWNSFOLK



Washerwoman

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



Empath

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



General

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



Oracle

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



Gambler

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Gossip

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



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Seamstress

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



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.



Farmer

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



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



Tinker

You might die at any time.



Snitch

Minions start knowing 3 not-in-play characters.



Politician

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

MINION



Pit-Hag

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



Baron

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



Boomdandy

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



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.

DEMON



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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.



Vigormortis

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



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  M Minion Info
- 3  D Demon Info
- 4  Snitch
- 5  Lil' Monsta
- 6  Leech
- 7  Widow
- 8  Washerwoman
- 9  Empath
- 10  Seamstress
- 11  Nightwatchman
- 12  General
- 13  D Dawn

FABLED, JINXES & LORIC



Pit-Hag & Politician

If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Gambler
- 3  Monk
- 4  Pit-Hag
- 5  Po
- 6  Vigormortis
- 7  Leech
- 8  Lil' Monsta
- 9  Gossip
- 10  Acrobat
- 11  Farmer
- 12  Tinker
- 13  Empath
- 14  Oracle
- 15  Seamstress
- 16  Nightwatchman
- 17  General
- 18  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		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		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.
8		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
9		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		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.
11		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
12		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		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.
5		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
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		Leech The Leech points to a player. That player dies.
8		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.
9		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
10		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
11		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.
12		Tinker The Tinker might 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		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.
16		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
17		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18		Dawn Wait for a few seconds. End the Night Phase.