Rose-Colored Welding Helmet v1.2.1 *by Occam Blazer*

Djinn

TOWNSFOLK



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.



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.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Flowergirl
Each night*, you learn if a Demon voted today.



Undertaker
Each night*, you learn which character died by execution today.



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



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.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



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



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



Recluse
You might register as evil & as a Minion or Demon, even if dead.



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

MINION



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]



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



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



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

Rose-Colored Welding Helmet — by Occam Blazer

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lunatic
6. Marionette
7. Lleech
8. Pixie
9. Washerwoman
10. Empath
11. Seamstress
12. Bounty Hunter
13. Nightwatchman
14. Spy
15. Dawn

FABLED, JINXES & LORIC

Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Magician & Marionette

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

Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Harlot

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

Scapegoat

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

OTHER NIGHTS

1. Dusk
2. Lunatic
3. Legion
4. Lleech
5. Sweetheart
6. Farmer
7. Empath
8. Undertaker
9. Flowergirl
10. Seamstress
11. Juggler
12. Bounty Hunter
13. Nightwatchman
14. Spy
15. 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

Rose-Colored Welding Helmet — by Occam Blazer

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  **Magician**

5  **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.

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  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

9  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

11  **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.

12  **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.

13  **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.

14  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

Other Nights

Rose-Colored Welding Helmet — by Occam Blazer

1 D **Dusk**
Start the Night Phase.

2 **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.

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

4 **Lleech**
The Lleech points to a player. That player dies.

5 **Sweetheart**
Choose a player that is drunk.

6 **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.

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

8 **Undertaker**
If a player was executed today: Show that player's character token.

9 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

10 **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.

11 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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

13 **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.

14 **Spy**
Show the Grimoire to the Spy for as long as they need.

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