A Restful Night v6 v6.0.0 *by OngakuSensei*

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.

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

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.

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

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

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

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

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

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

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER

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

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

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

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

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.

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

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

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

DEMON

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

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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

Quick Reference

A Restful Night v6 — by OngakuSensei

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Magician
6. King
7. Widow
8. Pixie
9. D — Dawn

FABLED, JINXES & LORIC

Magician & Widow

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

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.

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Scarlet Woman
4. Legion
5. Imp
6. No Dashii
7. Sweetheart
8. Choirboy
9. Farmer
10. Ravenkeeper
11. King
12. 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 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 **Magician**

6 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

9 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 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

5 **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.

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

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

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

9 **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.

10 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

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