A Day on the Docks v1.1.0 *by Delta*

Djinn

TOWNSFOLK

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

Chef
You start knowing how many pairs of evil players there are.

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

High Priestess
Each night, learn which player the Storyteller believes you should talk to most.

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

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

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

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

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

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

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

Fool
The first time you die, you don't.

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

OUTSIDER

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

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

Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION

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

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

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

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

DEMON

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

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.

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

A Day on the Docks — by Delta

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Lil' Monsta
6. Lleech
7. Poisoner
8. Amnesiac
9. Chef
10. Bounty Hunter
11. Nightwatchman
12. General
13. Chambermaid
14. Mathematician
15. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Mathematician & Chambermaid

The Chambermaid can detect if the Mathematician will wake tonight.

Pit-Hag & Goon

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

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Butcher

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

Scapegoat

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

Bureaucrat

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

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.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Pit-Hag
5. Scarlet Woman
6. No Dashii
7. Vortox
8. Lleech
9. Lil' Monsta
10. Assassin
11. Acrobat
12. Amnesiac
13. Undertaker
14. Bounty Hunter
15. Nightwatchman
16. General
17. Chambermaid
18. Mathematician
19. 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 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

8 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

9 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

10 **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.

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 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

14 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

15 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 **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.

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

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

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

7 **Vortox**
The Vortox points to a player. That player dies.

8 **Lleech**
The Lleech 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 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

12 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

15 **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.

16 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

17 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

18 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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