Technicolour laser Tag In Space v1.4.0 *by Dakota Avery*

TOWNSFOLK

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

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

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

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

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

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

Town Crier
Each night*, you learn if a Minion nominated today.

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

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

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

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

Pacifist
Executed good players might not die.

OUTSIDER

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

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

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

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

MINION

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

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

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.

DEMON

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

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

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

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FIRST NIGHT

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3. Demon Info
4. Sailor
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6. Lleech
7. Snake Charmer
8. Witch
9. Mezepheles
10. Pukka
11. Washerwoman
12. Spy
13. General
14. Chambermaid
15. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Sailor
3. Preacher
4. Snake Charmer
5. Monk
6. Witch
7. Mezepheles
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13. Town Crier
14. Oracle
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16. Spy
17. General
18. Chambermaid
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
Preacher
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

6
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

7
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

8
Witch
The Witch points to a player. If that player nominates tomorrow they die immediately.

9
Mezepheles
Show the Mezepheles their secret word.

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

11
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

12
Spy
Show the Grimoire to the Spy for as long as they need.

13
General
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

14
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.

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 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

5 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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

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

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

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

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

13 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

15 **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.

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

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

18 **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.

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