The Darkness is coming v2.0.0 *by* >•

Bootlegger · Tor · Sentinel · Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



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



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



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



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



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

OUTSIDER



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



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



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



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

DEMON



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



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Imp

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

The Darkness is coming — by >•

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Engineer
6. Preacher
7. Poisoner
8. Courtier
9. Snake Charmer
10. Devil's Advocate
11. Witch
12. Pukka
13. Nightwatchman
14. D — Dawn

FABLED, JINXES & LORIC

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

BOOTLEGGER RULES

> *Regeln: 1. Keiner kennt seine Rolle und sein Alignment.,*
> *2. Wenn ein Spieler/-in verändert wird, wird darüber informiert, aber nicht welcher Charakter und welches Alignment.*
> *3.Wenn ein Spieler/-in eine ungültige Wahl trifft (z.B. Exorzist wählt 2 Nächte hintereinander den gleichen Spieler/-in), funktioniert die Fähigkeit nicht und es gibt betrunkene Info.*
> *4. Spieler mit „Einmalfähigkeit" Fähigkeiten in der Nacht werden jede Nacht gefragt, ob sie diese einsetzen wollen ohne zu sagen welche das ist. Erst danach werden sie konkreter gefragt.*
> *5. Ab Nacht 2 wird jede Nacht ein böser Spieler informiert, dass er böse ist.*

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

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

LORIC

Bootlegger
This script has homebrew characters or rules.

Tor
Players don't know their character or alignment. They learn them when they die.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Engineer
4. Preacher
5. Poisoner
6. Courtier
7. Snake Charmer
8. Monk
9. Devil's Advocate
10. Witch
11. Scarlet Woman
12. Exorcist
13. Lycanthrope
14. Imp
15. Pukka
16. Fang Gu
17. No Dashii
18. Assassin
19. Farmer
20. Moonchild
21. Town Crier
22. Juggler
23. Nightwatchman
24. 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 
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5 
Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

6 
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.

7 
Poisoner
The Poisoner points to a player. That player is poisoned.

8 
Courtier
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

9 
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.

10 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

11 
Witch
The Witch points to a player. If that player nominates tomorrow they die immediately.

12 
Pukka
The Pukka points to a player. That player is poisoned.

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

Other Nights

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1 **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  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4  **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.

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

6  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

9  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

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

12  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

13  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

14  **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.

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

16  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

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

18  **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.

19  **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.

20  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

21  **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).

22  **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.

23  **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.

24 D **Dawn**

Wait for a few seconds. End the Night Phase.