# The Colour of Influence v1.0.0 *by Dominic*

Gardener · Pope · Duchess · Doomsayer · Sentinel · Djinn

## TOWNSFOLK



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



**Grandmother**
You start knowing a good player & their character. If the Demon kills them, you die too.



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



**Cult Leader**
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



**Gambler**
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



**Huntsman**
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



**Princess**
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



**Alchemist**
You have a not-in-play Minion ability.



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



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

## OUTSIDER



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



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



**Saint**
If you die by execution, your team loses.



**Damsel**
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



**Puzzlemaster**
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



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



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



**Cerenovus**
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



**Mastermind**
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



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



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



### Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

# Quick Reference

*The Colour of Influence — by Dominic*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Lunatic
6. Poisoner
7. Cerenovus
8. Huntsman
9. Damsel
10. Washerwoman
11. Grandmother
12. Cult Leader
13. Spy
14. Chambermaid
15. D — Dawn

## FABLED, JINXES & LORIC

**Cannibal & Princess**
If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

**Alchemist & Spy**
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

**Alchemist & Mastermind**
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

**Spy & Damsel**
If the Spy is (or has been) in play, the Damsel is poisoned.

**Cerenovus & Goblin**
The Cerenovus may choose to make a player mad that they are the Goblin.

### FABLED

**Duchess**
Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

**Doomsayer**
If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

**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

**Gardener**
The Storyteller assigns all players' characters.

**Pope**
There are duplicate good characters in play. They might also be bluffs.

### RECOMMENDED TRAVELLERS

**Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

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

**Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

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

**Gnome**
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

## OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Gambler
4. Monk
5. Cerenovus
6. Lunatic
7. Legion
8. Shabaloth
9. No Dashii
10. Acrobat
11. Huntsman
12. Damsel
13. Grandmother
14. Cult Leader
15. Spy
16. Chambermaid
17. 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

*The Colour of Influence — by Dominic*

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 

**Alchemist**

Show the Alchemist a not-in-play Minion token

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 

**Poisoner**

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

7 

**Cerenovus**

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8 

**Huntsman**

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

9 

**Damsel**

Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

10 

**Washerwoman**

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

11 

**Grandmother**

Show the marked character token. Point to the marked player.

12 

**Cult Leader**

If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

13 

**Spy**

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

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

*The Colour of Influence — by Dominic*

1. **Dusk**
   Start the Night Phase.
2. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
5. **Cerenovus**
   The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
6. **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.
7. **Legion**
   Choose a player, that player dies.
8. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
9. **No Dashii**
   The No Dashii points to a player. That player dies.
10. **Acrobat**
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
11. **Huntsman**
    The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
12. **Damsel**
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
14. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15. **Spy**
    Show the Grimoire to the Spy for as long as they need.
16. **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.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.