Deep Under The Cover Of Night v2.1.0 *by Coy Christensen*

Djinn

TOWNSFOLK



Bounty Hunter

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Cult Leader

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



High Priestess

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



Lycanthrope

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



Sailor

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



Slayer

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



Alchemist

You have a not-in-play Minion ability.



Farmer

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



Acrobat

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

OUTSIDER



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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.



Recluse

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

MINION



Assassin

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



Devil's Advocate

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



Goblin

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



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Scarlet Woman

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

DEMON



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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.



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

Deep Under The Cover Of Night — by Coy Christensen

FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Alchemist
5. Sailor
6. Lleech
7. Devil's Advocate
8. Pixie
9. Librarian
10. Dreamer
11. Balloonist
12. Bounty Hunter
13. Cult Leader
14. (D) Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Kazali

If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

FABLED

Djinn

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

OTHER NIGHTS

1. (D) Dusk
2. Sailor
3. Devil's Advocate
4. Scarlet Woman
5. Lycanthrope
6. Lleech
7. Assassin
8. Gossip
9. Acrobat
10. Farmer
11. Dreamer
12. Balloonist
13. Bounty Hunter
14. Cult Leader
15. (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 
Alchemist
Show the Alchemist a not-in-play Minion token

5 
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

7 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

9 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

10 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11 
Balloonist
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

12 
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.

13 
Cult Leader
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4. **Scarlet Woman**
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5. **Lycanthrope**
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6. **Lleech**
   The Lleech points to a player. That player dies.
7. **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.
8. **Gossip**
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9. **Acrobat**
   If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10. **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.
11. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12. **Balloonist**
    Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
13. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
14. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.