Brainworms v1.1 v1.1.0 *by Luke C*

Djinn

TOWNSFOLK

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

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.

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

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

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

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

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

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

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

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

Tea Lady
If both your alive neighbours are good, they can't die.

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.

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

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

MINION

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

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

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

Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMON

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.

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

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

Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

Brainworms v1.1 — by Luke C

FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Magician
5. Lunatic
6. Sailor
7. Lleech
8. Courtier
9. Godfather
10. Pukka
11. Balloonist
12. Chambermaid
13. Mathematician
14. (D) Dawn

FABLED, JINXES & LORIC

Mathematician & Chambermaid

The Chambermaid can detect if the Mathematician will wake tonight.

Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

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.

OTHER NIGHTS

1. (D) Dusk
2. Sailor
3. Courtier
4. Innkeeper
5. Gambler
6. Lunatic
7. Exorcist
8. Zombuul
9. Pukka
10. Shabaloth
11. Lleech
12. Assassin
13. Godfather
14. Gossip
15. Acrobat
16. Professor
17. Balloonist
18. Chambermaid
19. Mathematician
20. (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		**Magician**
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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
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		**Godfather** Show each of the Outsider tokens in play.
10		**Pukka** The Pukka points to a player. That player is poisoned.
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		**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.
13		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
14	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 **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.

4 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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 **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.

8 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

10 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

12 **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.

13 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

14 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

16 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

17 **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.

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

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