

# Shower of bastards

by Crime Brûlée



## TOWNSFOLK



### Knight

You start knowing 2 players that are not the Demon.



### Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



### Chambermaid

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



### Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



### Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

## OUTSIDERS



### Ogre

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



### Drunk

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

## MINIONS



### Poisoner

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



### Witch

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

## DEMONS



### Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night\*, a player might die. [+1 Minion]



### Imp

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



### Soldier

You are safe from the Demon.



### Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



### Farmer

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



### Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



### Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]



### Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



### Recluse

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



### Saint

If you die by execution, your team loses.



### Pit-Hag

Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



### Mastermind

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



### Zombuul

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



### Legion

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



Pijnn

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



If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.



If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.



If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.



If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

**Dusk**

Start the Night Phase.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ●

**Poppy Grower**

Do not do the Minion Info and Demon Info steps. Wake the Demon, show the **THESE CHARACTERS ARE NOT IN PLAY** info token and any three good character tokens that are not in play.

**Minion Info**

If there are 7 or more players, wake all Minions:

- Show the **THIS IS THE DEMON** token. Point to the Demon.
- Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Demon Info**

If there are 7 or more players, wake the Demon:

- Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
- Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. ●

**Poisoner**

The Poisoner chooses a player. ●

**Witch**

The Witch chooses a player. ●

**Amnesiac**

Run the Amnesiac's ability, if applicable.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Knight**

Point to the two non-Demon players marked **KNOW**.

**Balloonist**

Show any player. ●

**Village Idiot**

Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**Ogre**

The Ogre points to a player. ●

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ●

**Poppy Grower**

If the Poppy Grower died today or tonight, wake the Minions, show the **THIS IS THE DEMON** info token and point to the Demon. Put them to sleep. Wake the Demon, show the **THESE ARE YOUR MINIONS** info token and point to the Minions. Put the Demon to sleep.

**Poisoner**

The Poisoner chooses a player. ●

**Witch**

The Witch chooses a player. ●

**Pit-Hag**

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

**Legion**

A player might die. ●

**Imp**

The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.

**Zombuul**

If no one died today, the Zombuul chooses a player. ●

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. ● A player might die. ●

**Amnesiac**

Run the Amnesiac's ability, if applicable.

**Farmer**

If the Farmer died tonight, wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token. Replace their previous token with the Farmer token.

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Balloonist**

Show a player with a different character type to previously. ●

**Village Idiot**

Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**Chambermaid**

The Chambermaid chooses 2 living players. Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.