

Shower of bastards

by Crime Brûlée



TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Ballooning

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.



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.

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.



Recluse

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



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.

MINIONS



Poisoner

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



Pit-Hag

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



Witch

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



Mastermind

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

DEMONS



Lil' Monsta

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



Zombuul

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



Imp

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



Legion

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

* Not the first night

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



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

[illegible]

**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.