

Nomination Mayhem

by Kaden



TOWNSFOLK

**Flowergirl**

Each night*, you learn if a Demon voted today.

**Town Crier**

Each night*, you learn if a Minion nominated today.

**Undertaker**

Each night*, you learn which character died by execution today.

**Professor**

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

**Slayer**

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

**Princess**

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

**Cannibal**

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

OUTSIDERS

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Golem**

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINIONS

**Devil's Advocate**

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

**Witch**

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

**Fearmonger**

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

DEMONS

**Zombuul**

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

**Leech**

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

**Minstrel**

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

**Banshee**

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

**Tea Lady**

If both your alive neighbors are good, they can't die.

**Fool**

The 1st time you die, you don't.

**Virgin**

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

**Pacifist**

Executed good players might not die.

**Saint**

If you die by execution, your team loses.

**Zealot**

If there are 5 or more players alive, you must vote for every nomination.

**Goblin**

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

**Vizier**

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

**Organ Grinder**

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

**Riot**

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

**Leviathan**

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

**Djinn**

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



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



If the Cannibal gains the Butler ability, the Cannibal learns this.



If the Cannibal gains the Zealot ability, the Cannibal learns this.



If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.



The Zealot might register as evil to the Vizier.



The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.



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



Each night*, Riot chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.



Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

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

**Dusk**

Start the Night Phase.

**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.

**Lleech**

The Lleech chooses a player. ●

**Organ Grinder**

The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober. ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Witch**

The Witch chooses a player. ●

**Fearmonger**

The Fearmonger chooses a player. ● Declare that "the Fearmonger has chosen a player."

**Butler**

The Butler chooses a player. ●

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Declare that "The Leviathan is in play." Mark the Leviathan with the **DAY 1** reminder. ●

**Vizier**

Announce the Vizier player to the group.

**Dusk**

Start the Night Phase.

**Organ Grinder**

The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober. ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Witch**

The Witch chooses a player. ●

**Fearmonger**

The Fearmonger chooses a player. ● If the player wasn't already marked with the **FEAR** reminder, declare that "the Fearmonger has chosen a player."

**Princess**

If the Princess nominated the player who was executed today, the Demon wakes as normal, but no one dies to the Demon's ability.

**Zombuul**

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

**LLeech**

The LLeech chooses a player. ●

**Banshee**

If the Banshee was killed by the Demon tonight, announce to all players that the Banshee has died. ●

**Professor**

The Professor might choose a dead player. ● ●

**Undertaker**

If a player was executed today, show their character token.

**Flowergirl**

Either nod or shake your head.

**Town Crier**

Either nod or shake your head.

**Butler**

The Butler chooses a player. ●

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Optionally, declare that "The Leviathan is in play." Replace the reminder token. ●