

Wait no one died?

by Fastest L



TOWNSFOLK



Investigator

You start knowing that 1 of 2 players is a particular Minion.



Librarian

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Village Idiot

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



Undertaker

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



Innkeeper

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



Savant

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

OUTSIDERS



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINIONS



Pit-Hag

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



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

DEMONS



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Pukka

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



Artist

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Cannibal

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



Minstrel

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Fool

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



Klutz

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



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.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Imp

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Djinn**

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



If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.



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 Goon, they can't turn good due to their own ability.



If the Summoner creates a second living Demon, deaths tonight are arbitrary.



The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

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.

**Yaggababble**

Choose a secret phrase. Wake the Yaggababble and let them know their secret phrase.

**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.

**Summoner**

Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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.

**Xaan**

Mark the Xaan with the **NIGHT 1** reminder. If X is 1, mark the Xaan with the **X** reminder token. ● ●

**Wizard**

Run the Wizard's ability, if applicable.

**Pukka**

The Pukka chooses a player. ●

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**Shugenja**

Point clockwise or anticlockwise around the circle.

**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.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Xaan**

Change the Xaan reminder token to the relevant night. If it is night X, mark the Xaan with the X reminder token. ● ●

**Innkeeper**

The Innkeeper chooses 2 players. ● ● ●

**Wizard**

Run the Wizard's ability, if applicable.

**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.

**Summoner**

Change the Summoner reminder token to the relevant night. If it is night 3, the Summoner chooses a player and a Demon. Put the Summoner to sleep. Wake the chosen player. Show the **YOU ARE** token, a thumbs down and the chosen Demon token.

**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.

**Pukka**

The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●

**Po**

The Po may choose a player OR chooses 3 players if they chose no-one last night. ● or ● ● ●

**Yaggababble**

For each time the Yaggababble said the phrase today, you may choose a player. They die. ●

**Plague Doctor**

If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.

**Undertaker**

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

**Juggler**

Give a finger signal.

**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.

**Dawn**

Wait for a few seconds. End the Night Phase.