You Never Take Me To Bangladesh v1.0.0 *by Bees*

Spirit of Ivory

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Chef
You start knowing how many pairs of evil players there are.



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



Oracle
Each night*, you learn how many dead players are evil.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



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



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



Sweetheart
When you die, 1 player is drunk from now on.



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



Saint
If you die by execution, your team loses.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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.



Wraith
You may choose to open your eyes at night. You wake when other evil players do.



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.

DEMON



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Poisoner
6. Courtier
7. Mezepheles
8. Librarian
9. Chef
10. Empath
11. Balloonist
12. General
13. Chambermaid
14. Dawn

FABLED, JINXES & LORIC

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

RECOMMENDED TRAVELLERS

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

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.

Deviant
If you were funny today, you cannot die by exile.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Bishop
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Courtier
4. Monk
5. Pit-Hag
6. Mezepheles
7. Lunatic
8. Imp
9. Vigormortis
10. Sweetheart
11. Sage
12. Empath
13. Flowergirl
14. Oracle
15. Balloonist
16. General
17. Chambermaid
18. 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		**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.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**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.
7		**Mezepheles** Show the Mezepheles their secret word.
8		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
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		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13		**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.
14	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
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. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
5. **Pit-Hag**
   The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
6. **Mezepheles**
   Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
7. **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.
8. **Imp**
   The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
9. **Vigormortis**
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
10. **Sweetheart**
    Choose a player that is drunk.
11. **Sage**
    If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
12. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
13. **Flowergirl**
    Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
14. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
15. **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.
16. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
17. **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.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.