Virus Nyeh Detected, Eeevrything Goodski v1.0.0 *by Brad Fortner*

Djinn

TOWNSFOLK



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Chambermaid

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



Oracle

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

OUTSIDER



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.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]

MINION



Xaan

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



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Mastermind

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

DEMON



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Lleech

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Engineer
5. Lleech
6. Dreamer
7. Noble
8. Chambermaid
9. D — Dawn

FABLED, JINXES & LORIC

Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Engineer
3. Exorcist
4. Vortox
5. Lleech
6. Dreamer
7. Oracle
8. Chambermaid
9. D — 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  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

5  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

6  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

7  **Noble**
Point to 3 players including one evil player, in no particular order.

8  **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.

9 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

4  **Vortox**
The Vortox points to a player. That player dies.

5  **Lleech**
The Lleech points to a player. That player dies.

6  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

7  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

8  **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.

9 D **Dawn**
Wait for a few seconds. End the Night Phase.