# Dead Ringer v1.0.0 *by Dragon_Hunter_70*

Djinn

## TOWNSFOLK



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



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



### Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Nightwatchman
Once per game, at night, choose a player: they learn who you are.



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



### Tea Lady
If both your alive neighbours are good, they can't die.



### Fool
The first time you die, you don't.



### Pacifist
Executed good players might not die.

## OUTSIDER



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



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINION



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



### Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



### Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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



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

## DEMON



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Devil's Advocate
7. Evil Twin
8. Grandmother
9. Noble
10. Nightwatchman
11. Dawn

## FABLED, JINXES & LORIC

**Boffin & Drunk**

The Demon cannot have the Drunk ability.

**Plague Doctor & Evil Twin**

If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Gambler
4. Devil's Advocate
5. Lycanthrope
6. Zombuul
7. Gossip
8. Barber
9. Choirboy
10. Moonchild
11. Grandmother
12. King
13. Nightwatchman
14. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 5 |  | **Sailor**<br>The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk. |
| 6 |  | **Devil's Advocate**<br>The Devil's Advocate points to a living player. That player survives execution tomorrow. |
| 7 |  | **Evil Twin**<br>Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player. |
| 8 |  | **Grandmother**<br>Show the marked character token. Point to the marked player. |
| 9 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 10 |  | **Nightwatchman**<br>The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player. |
| 11 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

6 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

7 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

8 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

9 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

10 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

11 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

12 **King**
If there are more dead than living, show the King a character token of a living player.

13 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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