The Golden Bullet v1.0.0 *by KingoftheAbyss*

TOWNSFOLK



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



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



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

OUTSIDER



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



Saint
If you die by execution, your team loses.

MINION



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Devil's Advocate
6. Empath
7. Fortune Teller
8. Chambermaid
9. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Devil's Advocate
4. Imp
5. Sage
6. Empath
7. Fortune Teller
8. Chambermaid
9. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

5  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

6  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

7  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

4  **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.

5  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

6  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

7  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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.