Someone is Owed a Soda v1.0.0 *by ShadyAshley*

Djinn

TOWNSFOLK



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



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



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



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.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Alchemist
You have a not-in-play Minion ability.



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



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



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

OUTSIDER



Snitch
Minions start knowing 3 not-in-play characters.



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

MINION



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



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.



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Someone is Owed a Soda — by ShadyAshley

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Snitch
7. Lunatic
8. Marionette
9. Lil' Monsta
10. Lleech
11. Huntsman
12. Damsel
13. Investigator
14. Butler
15. Balloonist
16. Chambermaid
17. Mathematician
18. Leviathan
19. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Vizier
If the Vizier is babysitting Lil' Monsta, they die when executed.

Vizier & Investigator
The Storyteller doesn't declare the Vizier is in play.

Lleech & Slayer
If the Slayer slays the Lleech host, the host dies.

Cannibal & Butler
If the Cannibal gains the Butler ability, the Cannibal learns this.

Lil' Monsta & Scarlet Woman
If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Mathematician & Chambermaid
The Chambermaid can detect if the Mathematician will wake tonight.

Leviathan & Innkeeper
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

Mathematician & Lunatic
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

Leviathan & Sage
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Leviathan & Pit-Hag
The Leviathan cannot enter play after day 5.

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Marionette & Huntsman
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Lil' Monsta & Poppy Grower
If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Pit-Hag & Damsel
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

Mathematician & Marionette
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Marionette & Lil' Monsta
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Scarlet Woman & Al-Hadikhia
If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Innkeeper
4. Gambler
5. Pit-Hag
6. Scarlet Woman
7. Lunatic
8. Lycanthrope
9. Al-Hadikhia
10. Lleech
11. Lil' Monsta
12. Sage
13. Huntsman
14. Damsel
15. Balloonist
16. Butler
17. Chambermaid
18. Mathematician
19. Leviathan
20. 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

Someone is Owed a Soda — by ShadyAshley

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 
Alchemist
Show the Alchemist a not-in-play Minion token

5 
Poppy Grower
Do not inform the Demon/Minions who each other are

6 
Snitch
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

7 
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.

8 
Marionette
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

9 
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

10 
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

11 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

12 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

13 
Investigator
Show the character token of a Minion in play. Point to two players, one of which is that character.

14 
Butler
The Butler points to a player. Mark that player as 'Master'.

15 
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.

16 
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.

17 
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

18 
Leviathan
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

Someone is Owed a Soda — by ShadyAshley

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

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

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 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

9 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

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

11 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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

13 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

14 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

19 **Leviathan**
Change the Leviathan Day reminder for the next day.

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