Death and Taxes v1.0.0 by ManeCharacterSyndrome

Ferryman

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



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



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



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



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



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



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Soldier
You are safe from the Demon.



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Tinker
You might die at any time.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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



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.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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

DEMON



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snitch
5. King
6. Sailor
7. Lleech
8. Poisoner
9. Godfather
10. Witch
11. Librarian
12. Investigator
13. Noble
14. Mathematician
15. Dawn

FABLED, JINXES & LORIC

FABLED

Ferryman
On the final day, all dead players regain their vote token.

RECOMMENDED TRAVELLERS

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

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

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.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Gambler
5. Witch
6. Shabaloth
7. Vortox
8. Al-Hadikhia
9. Lleech
10. Godfather
11. Professor
12. Choirboy
13. Tinker
14. Oracle
15. King
16. Mathematician
17. 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  **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.

5  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

8  **Poisoner**
The Poisoner points to a player. That player is poisoned.

9  **Godfather**
Show each of the Outsider tokens in play.

10  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

11  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

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

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

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

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

5 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

6 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

8 **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.

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

10 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

11 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

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

13 **Tinker**
The Tinker might die.

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

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

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

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