Small of Ug v1.0.0 *by Delinquent*

God of Ug

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Chef
You start knowing how many pairs of evil players there are.



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



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

OUTSIDER



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Saint
If you die by execution, your team loses.

MINION



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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

DEMON



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



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

Small of Ug — by Delinquent

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Lleech
6. Chef
7. Spy
8. Dawn

FABLED, JINXES & LORIC

LORIC



God of Ug

One Ug hat. When wear Ug hat, must speak one sound at a time but vote twice. If fail, pass Ug hat.

OTHER NIGHTS

1. Dusk
2. Monk
3. Imp
4. Lleech
5. Sage
6. King
7. Spy
8. 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

Small of Ug — by Delinquent

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		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
6		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
7		**Spy** Show the Grimoire to the Spy for as long as they need.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Small of Ug — by Delinquent

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

2 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

3 **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.

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

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

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

7 **Spy**
Show the Grimoire to the Spy for as long as they need.

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