Eager To Die v1.0.0 *by Fireblade*

TOWNSFOLK



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



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.



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.



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



Farmer
If you die at night, an alive good player becomes a Farmer.



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



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



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



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



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.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



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



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4.  Philosopher
5.  King
6.  Sailor
7.  Godfather
8.  Witch
9.  Pixie
10.  Fortune Teller
11.  Noble
12. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2.  Philosopher
3.  Sailor
4.  Innkeeper
5.  Witch
6.  Imp
7.  Zombuul
8.  Fang Gu
9.  Vigormortis
10.  Assassin
11.  Godfather
12.  Sweetheart
13.  Sage
14.  Choirboy
15.  Farmer
16.  Moonchild
17.  Ravenkeeper
18.  Fortune Teller
19.  Oracle
20.  King
21. D — 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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

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

9  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10  **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.

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

12 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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **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.

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

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 **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.

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

8 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

10 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

12 **Sweetheart**
Choose a player that is drunk.

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

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

15 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

17 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

18 **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.

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

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

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