Give Peace a Chance v1.0.0 *by Sexy Ethan*

TOWNSFOLK



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



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Pacifist
Executed good players might not die.



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



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

OUTSIDER



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



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



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

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Devil's Advocate
5. Pukka
6. Empath
7. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Devil's Advocate
3. Imp
4. Pukka
5. Empath
6. 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  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

5  **Pukka**
The Pukka points to a player. That player is poisoned.

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

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

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 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

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