To Drink, Or Not To Drink v1.0.0 *by Dragon_Hunter_70*

TOWNSFOLK



Steward
You start knowing 1 good player.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Tinker
You might die at any time.



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

MINION



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



Wraith
You may choose to open your eyes at night. You wake when other evil players do.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4.  — Courtier
5. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2.  — Courtier
3.  — Sage
4.  — Tinker
5. 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  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5 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  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

4  **Tinker**
The Tinker might die.

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