# Did I Do That v1.0.0 *by Fireblade*

Tor
Djinn

## TOWNSFOLK



### Steward
You start knowing 1 good player.



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



### Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



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



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

## OUTSIDER



### Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Plague Doctor
When you die, the Storyteller gains a Minion ability.

## MINION



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



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



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



### Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON



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



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



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



### 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

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Lleech
6. Snake Charmer
7. Devil's Advocate
8. Witch
9. Pukka
10. Balloonist
11. Bounty Hunter
12. Nightwatchman
13. Dawn

## FABLED, JINXES & LORIC

**Plague Doctor & Scarlet Woman**

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

**Scarlet Woman & Fang Gu**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

### FABLED

**Djinn**

Use the Djinn's special rule. All players know what it is.

### LORIC

**Tor**

Players don't know their character or alignment. They learn them when they die.

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Snake Charmer
4. Monk
5. Devil's Advocate
6. Witch
7. Scarlet Woman
8. Lycanthrope
9. Pukka
10. Fang Gu
11. Vigormortis
12. Lleech
13. Assassin
14. Acrobat
15. Sage
16. Ravenkeeper
17. Balloonist
18. Bounty Hunter
19. Nightwatchman
20. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

6  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

7  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

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

10  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

11  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

12  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

# Other Nights

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1 **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  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

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

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

7  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

8  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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

10  **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.

11  **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.

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

13  **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.

14  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

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

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

17  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

18  **Bounty Hunter**
If the known evil player has died, point to another evil player.

19  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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