Words Coming True v1.0.1 *by Anton*

Sentinel

TOWNSFOLK



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

DEMON



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



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Mezepheles
5. Pukka
6. Pixie
7. Huntsman
8. Damsel
9. Dreamer
10. D — Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

RECOMMENDED TRAVELLERS

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

Deviant
If you were funny today, you cannot die by exile.

OTHER NIGHTS

1. D — Dusk
2. Mezepheles
3. Pukka
4. Gossip
5. Huntsman
6. Damsel
7. Dreamer
8. Juggler
9. 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		**Mezepheles** Show the Mezepheles their secret word.
5		**Pukka** The Pukka points to a player. That player is poisoned.
6		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
7		**Huntsman** The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
8		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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

4  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

5  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

6  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

7  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

8  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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