What a Sucker! v2.0.0 *by Theonlyaxll*

Djinn

TOWNSFOLK



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



Chef
You start knowing how many pairs of evil players there are.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Recluse
You might register as evil & as a Minion or Demon, even if dead.

MINION



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



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



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

What a Sucker! — by Theonlyaxll

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Preacher
5. Lleech
6. Godfather
7. Pukka
8. Chef
9. Empath
10. Butler
11. Balloonist
12. D — Dawn

FABLED, JINXES & LORIC

Butler & Organ Grinder

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Pukka
4. Lleech
5. Godfather
6. Empath
7. Balloonist
8. Butler
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

What a Sucker! — by Theonlyaxll

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		**Preacher** The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
5		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Pukka** The Pukka points to a player. That player is poisoned.
8		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		**Butler** The Butler points to a player. Mark that player as 'Master'.
11		**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.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

What a Sucker! — by Theonlyaxll

1 D **Dusk**
Start the Night Phase.

2  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

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

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

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

7  **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.

8  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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