Do You Believe in Second Chances?

v1.5.0 *by Will-o'-the-Wisp*

Djinn · Sentinel · Bootlegger · Hindu

TOWNSFOLK



Steward
You start knowing 1 good player.



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



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



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Alchemist
You have a not-in-play Minion ability.

OUTSIDER



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.



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

MINION



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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



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

DEMON



Vortex
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Do You Believe in Second Chances? — by Will-o'-the-Wisp

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Engineer
7. Evil Twin
8. Witch
9. Pixie
10. Damsel
11. Amnesiac
12. Seamstress
13. Noble
14. Nightwatchman
15. Leviathan
16. Dawn

FABLED, JINXES & LORIC

Alchemist & Boffin

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

BOOTLEGGER RULES

> *A Leviathan cannot be created past day 5 or after more than 1 good players have been executed.*
> *If the Zombuul is one of the first 4 players to have died, the Zombuul gains a Traveler's ability and registers as a Traveler, but still has the Zombuul's ability.*
> *While the Zombuul registers as a Traveler, it is considered to have "died once."*

FABLED

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

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

LORIC

Bootlegger
This script has homebrew characters or rules.

Hindu
The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Engineer
4. Witch
5. Zombuul
6. Vortex
7. Damsel
8. Amnesiac
9. Seamstress
10. Juggler
11. Nightwatchman
12. Leviathan
13. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Philosopher**
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5. **Alchemist**
   Show the Alchemist a not-in-play Minion token
6. **Engineer**
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
7. **Evil Twin**
   Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
8. **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
9. **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
10. **Damsel**
    Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11. **Amnesiac**
    Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12. **Seamstress**
    The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
13. **Noble**
    Point to 3 players including one evil player, in no particular order.
14. **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.
15. **Leviathan**
    Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
16. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D

Dusk

Start the Night Phase.

2 

Philosopher

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 

Engineer

The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 

Witch

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

5 

Zombuul

If no-one died during the day: The Zombuul points to a player. That player dies.

6 

Vortox

The Vortox points to a player. That player dies.

7 

Damsel

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

8 

Amnesiac

If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

9 

Seamstress

If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

10 

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.

11 

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.

12 

Leviathan

Change the Leviathan Day reminder for the next day.

13 D

Dawn

Wait for a few seconds. End the Night Phase.