# Omninominations v1.0.0 *by Auto Psy*

Djinn · Ferryman · Storm Catcher

## TOWNSFOLK



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



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



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Flowergirl
Each night*, you learn if a Demon voted today.



### Town Crier
Each night*, you learn if a Minion nominated today.



### Undertaker
Each night*, you learn which character died by execution today.



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



### Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



### Tea Lady
If both your alive neighbours are good, they can't die.



### Fool
The first time you die, you don't.



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

## OUTSIDER



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



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



### Saint
If you die by execution, your team loses.



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

## 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.



### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



### 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



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



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



### 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

*Omninominations — by Auto Psy*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Lleech
7. Devil's Advocate
8. Witch
9. Fearmonger
10. Damsel
11. Empath
12. Butler
13. 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.

**Cannibal & Butler**

If the Cannibal gains the Butler ability, the Cannibal learns this.

**Lleech & Mastermind**

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

### FABLED

**Djinn**

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

**Ferryman**

On the final day, all dead players regain their vote token.

### LORIC

**Storm Catcher**

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

### RECOMMENDED TRAVELLERS

**Bureaucrat**

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

**Butcher**

Each day, after the 1st execution, you may nominate again.

**Gnome**

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

**Gunslinger**

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

**Judge**

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

**Beggar**

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Devil's Advocate
4. Witch
5. Fearmonger
6. Zombuul
7. Vortox
8. Lleech
9. Choirboy
10. Damsel
11. Empath
12. Undertaker
13. Flowergirl
14. Town Crier
15. King
16. Butler
17. 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

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  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

10  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

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

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. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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. **Fearmonger**
   The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
6. **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
7. **Vortox**
   The Vortox points to a player. That player dies.
8. **Lleech**
   The Lleech points to a player. That player dies.
9. **Choirboy**
   If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
10. **Damsel**
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
11. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
12. **Undertaker**
    If a player was executed today: Show that player's character token.
13. **Flowergirl**
    Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
14. **Town Crier**
    Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
15. **King**
    If there are more dead than living, show the King a character token of a living player.
16. **Butler**
    The Butler points to a player. Mark that player as 'Master'.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.