# words, words, words v0.8.0 by KafkaCrow

Djinn

## TOWNSFOLK



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



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



**Shugenja**
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



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



**General**
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



**Gambler**
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



**Exorcist**
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



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



**Farmer**
If you die at night, an alive good player becomes a Farmer.

## OUTSIDER



**Tinker**
You might die at any time.



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



**Sweetheart**
When you die, 1 player is drunk from now on.



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

## MINION



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



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



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



**Poisoner**
Each night, choose a player: they are poisoned tonight and tomorrow day.



**Baron**
There are extra Outsiders in play. [+2 Outsiders]

## DEMON



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



**Shabaloth**
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Preacher
6. Poisoner
7. Godfather
8. Mezepheles
9. Pixie
10. Amnesiac
11. Chef
12. Noble
13. General
14. D — Dawn

## FABLED, JINXES & LORIC

**Plague Doctor & Baron**

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

**Yaggababble & Exorcist**

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

**Plague Doctor & Goblin**

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

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Preacher
4. Poisoner
5. Gambler
6. Mezepheles
7. Exorcist
8. Shabaloth
9. Vortox
10. Godfather
11. Gossip
12. Sweetheart
13. Amnesiac
14. Farmer
15. Tinker
16. General
17. 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  **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  **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.

6  **Poisoner**
The Poisoner points to a player. That player is poisoned.

7  **Godfather**
Show each of the Outsider tokens in play.

8  **Mezepheles**
Show the Mezepheles their secret word.

9  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

11  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

12  **Noble**
Point to 3 players including one evil player, in no particular order.

13  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

14 D **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 **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.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

6 **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.

7 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

8 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

9 **Vortox**
The Vortox points to a player. That player dies.

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

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

12 **Sweetheart**
Choose a player that is drunk.

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

14 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

15 **Tinker**
The Tinker might die.

16 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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