Days of War v1.0.0 *by Tood*

Djinn

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Alsaahir

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



Amnesiac

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



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Chef

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



Farmer

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



Gambler

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



Oracle

Each night*, you learn how many dead players are evil.



Pacifist

Executed good players might not die.



Sailor

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



Slayer

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



Virgin

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

OUTSIDER



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



Wizard

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



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



Psychopath

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



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



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.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Pukka

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



Shabaloth

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

Quick Reference

Days of War — by Tood

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Lunatic
6. Sailor
7. Lleech
8. Pukka
9. Amnesiac
10. Chef
11. Bounty Hunter
12. Chambermaid
13. D — Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir

The Storyteller doesn't declare the Vizier is in play.

Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Gambler
4. Lunatic
5. Pukka
6. Shabaloth
7. No Dashii
8. Lleech
9. Barber
10. Amnesiac
11. Farmer
12. Oracle
13. Bounty Hunter
14. Chambermaid
15. 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

Days of War — by Tood

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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

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

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

8  **Pukka**
The Pukka points to a player. That player is poisoned.

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

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

11  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

12  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

Other Nights

Days of War — by Tood

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

4 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

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

7 **No Dashii**
The No Dashii points to a player. That player dies.

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

9 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

11 **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.

12 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

13 **Bounty Hunter**
If the known evil player has died, point to another evil player.

14 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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