An Unpaved Road to Nowhere (but probably Omsk) v1.0.0 *by Adge*

Djinn

TOWNSFOLK

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

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.

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

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

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

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

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

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

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

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

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.

Mutant
If you are "mad" about being an Outsider, you might be executed.

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

MINION

Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON

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

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Cerenovus
5. Pukka
6. Pixie
7. Huntsman
8. Damsel
9. Fortune Teller
10. Butler
11. Noble
12. Spy
13. D — Dawn

FABLED, JINXES & LORIC

Summoner & Lord of Typhon

If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

Cannibal & Butler

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

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.

Summoner & Pukka

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Cerenovus
4. Scarlet Woman
5. Imp
6. Pukka
7. No Dashii
8. Huntsman
9. Damsel
10. Ravenkeeper
11. Fortune Teller
12. Town Crier
13. Juggler
14. Butler
15. Spy
16. 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		**Cerenovus** The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
5		**Pukka** The Pukka points to a player. That player is poisoned.
6		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
7		**Huntsman** The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
8		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
10		**Butler** The Butler points to a player. Mark that player as 'Master'.
11		**Noble** Point to 3 players including one evil player, in no particular order.
12		**Spy** Show the Grimoire to the Spy for as long as they need.
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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

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

8 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

10 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

11 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

12 **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).

13 **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.

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

15 **Spy**
Show the Grimoire to the Spy for as long as they need.

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