

Pay Your Respect v1.0.0 by KC

TOWNSFOLK



Noble

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



Chef

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



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.



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.



Oracle

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



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.



Philosopher

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



Pacifist

Executed good players might not die.



Farmer

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



Choirboy

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

OUTSIDER



Butler

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



Tinker

You might die at any time.



Saint

If you die by execution, your team loses.



Mutant

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

MINION



Baron

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



Scarlet Woman

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



Vizier

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



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.

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.



Imp

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



Zombuul

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



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Pay Your Respect — by KC

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  King
- 6  Sailor
- 7  Leech
- 8  Pixie
- 9  Chef
- 10  Butler
- 11  Noble
- 12  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Sailor
- 4  Gambler
- 5  Scarlet Woman
- 6  Imp
- 7  Zombuul
- 8  Vigormortis
- 9  Leech
- 10  Gossip
- 11  Choirboy
- 12  Farmer
- 13  Tinker
- 14  Oracle
- 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		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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
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		Pixie Show the Pixie 1 in-play Townsfolk character token.
9		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		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		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.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		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.
7		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
8		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9		Lleech The Lleech points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
12		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.
13		Tinker The Tinker might die.
14		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
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.