Losing Virginity v1.0.0 *by boypower2566*

Pope Djinn

TOWNSFOLK



Virgin

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

OUTSIDER



Drunk

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

MINION



Godfather

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Scarlet Woman

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



Baron

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

DEMON



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.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Godfather
6. Witch
7. Dawn

FABLED, JINXES & LORIC

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED

Djinn

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

LORIC

Pope

There are duplicate good characters in play. They might also be bluffs.

OTHER NIGHTS

1. Dusk
2. Witch
3. Scarlet Woman
4. Imp
5. Fang Gu
6. No Dashii
7. Godfather
8. 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  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

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

6  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

7 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  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

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

4  **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.

5  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

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

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

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