The Wholesome Whodunit v3.0.0 by Phoenix=œ

Sentinel

TOWNSFOLK



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



Fool
The first time you die, you don't.



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.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



Pacifist
Executed good players might not die.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

OUTSIDER



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



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



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



Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON



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



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



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



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

Quick Reference

The Wholesome Whodunit — by Phoenix=œ

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Widow
5. Snake Charmer
6. Devil's Advocate
7. Cerenovus
8. Mezepheles
9. Washerwoman
10. Librarian
11. Investigator
12. Empath
13. Fortune Teller
14. Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. Dusk
2. Snake Charmer
3. Monk
4. Devil's Advocate
5. Cerenovus
6. Mezepheles
7. Imp
8. Shabaloth
9. Fang Gu
10. No Dashii
11. Gossip
12. Barber
13. Sage
14. Professor
15. Moonchild
16. Empath
17. Fortune Teller
18. Oracle
19. 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

The Wholesome Whodunit — by Phoenix=œ

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 

Widow

Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

5 

Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 

Devil's Advocate

The Devil's Advocate points to a living player. That player survives execution tomorrow.

7 

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.

8 

Mezepheles

Show the Mezepheles their secret word.

9 

Washerwoman

Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

10 

Librarian

Show the character token of an Outsider in play. Point to two players, one of which is that character.

11 

Investigator

Show the character token of a Minion in play. Point to two players, one of which is that character.

12 

Empath

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

13 

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.

14 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

The Wholesome Whodunit — by Phoenix=œ

1 D **Dusk**
Start the Night Phase.

2  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

3  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5  **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.

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  **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.

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

9  **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.

10  **No Dashii**
The No Dashii 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  **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.

13  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

14  **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

15  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

16  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

17  **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.

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

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