Pick-A-Goon! v0.1.0 *by capt'n jakub*

Sentinel Djinn

TOWNSFOLK



Bounty Hunter ♂

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



Empath

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



Chambermaid

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



Village Idiot

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



Innkeeper

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Philosopher

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



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.



Fool

The first time you die, you don't.

OUTSIDER



Hermit

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



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Barber

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

MINION



Devil's Advocate

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



Harpy

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

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.



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

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FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Philosopher
5. Marionette
6. Devil's Advocate
7. Witch
8. Pukka
9. Empath
10. Seamstress
11. Bounty Hunter
12. Chambermaid
13. (D) Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Philosopher
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

FABLED

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

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

OTHER NIGHTS

1. (D) Dusk
2. Philosopher
3. Innkeeper
4. Devil's Advocate
5. Witch
6. Exorcist
7. Lycanthrope
8. Pukka
9. Po
10. No Dashii
11. Acrobat
12. Barber
13. Ravenkeeper
14. Empath
15. Seamstress
16. Bounty Hunter
17. Chambermaid
18. (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  **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  **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.

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

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

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

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

10  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

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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. 
   Innkeeper
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

5. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

6. 
   Exorcist
   The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

7. 
   Lycanthrope
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8. 
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9. 
   Po
   If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

10. 
    No Dashii
    The No Dashii points to a player. That player dies.

11. 
    Acrobat
    If a good living neighbour is drunk or poisoned, the Acrobat 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. 
    Ravenkeeper
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

14. 
    Empath
    Show the finger signal (0, 1, 2) for the number of evil neighbours.

15. 
    Seamstress
    If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16. 
    Bounty Hunter
    If the known evil player has died, point to another evil player.

17. 
    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.

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