Permanently Poisoned and Definitely Drunk v1.0.1 *by yooori*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



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



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



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



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



Soldier
You are safe from the Demon.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Tea Lady
If both your alive neighbours are good, they can't die.

OUTSIDER



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



Recluse
You might register as evil & as a Minion or Demon, even if dead.



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



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

MINION



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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



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

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.



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



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.

Quick Reference

Permanently Poisoned and Definitely Drunk — by yooori

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Devil's Advocate
6. Pukka
7. Fortune Teller
8. Grandmother
9. Clockmaker
10. Dreamer
11. Mathematician
12. Dawn

FABLED, JINXES & LORIC

Boffin & Goon

If the Demon has the Goon ability, they can't turn good due to this ability.

Summoner & Pukka

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

Summoner & Clockmaker

The Summoner registers as the Demon to the Clockmaker.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Monk
3. Devil's Advocate
4. Pukka
5. No Dashii
6. Vigormortis
7. Lleech
8. Gossip
9. Acrobat
10. Moonchild
11. Grandmother
12. Fortune Teller
13. Dreamer
14. Oracle
15. Mathematician
16. 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

Permanently Poisoned and Definitely Drunk — by yooori

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		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
5		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
6		**Pukka** The Pukka points to a player. That player is poisoned.
7		**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.
8		**Grandmother** Show the marked character token. Point to the marked player.
9		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Permanently Poisoned and Definitely Drunk — by yooori

1. **Dusk**
   Start the Night Phase.
2. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
3. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
5. **No Dashii**
   The No Dashii points to a player. That player dies.
6. **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.
7. **Lleech**
   The Lleech points to a player. That player dies.
8. **Gossip**
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9. **Acrobat**
   If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
11. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
12. **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.
13. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
15. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.