Can I Have a 'P' Please, Bob v1.0.0 *by Dominic*

Pope Duchess Ferryman Sentinel Toymaker

TOWNSFOLK



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



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



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Pacifist
Executed good players might not die.

OUTSIDER



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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. Preacher
6. Pukka
7. Pixie
8. D — Dawn

FABLED, JINXES & LORIC

FABLED

Duchess
Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

Ferryman
On the final day, all dead players regain their vote token.

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

Toymaker
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

LORIC

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

RECOMMENDED TRAVELLERS

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Preacher
4. Pit-Hag
5. Pukka
6. Po
7. Professor
8. 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  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

7  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

Other Nights

Can I Have a 'P' Please, Bob — by Dominic

1	D	**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		**Preacher** The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
4		**Pit-Hag** The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
5		**Pukka** The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6		**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
7		**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.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.