# Say Lots v1.0.0 *by dx*

Doomsayer Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



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



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



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



**Flowergirl**
Each night*, you learn if a Demon voted today.



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



**Gambler**
Each night*, choose a player & guess their character: if you guess wrong, you die.



**Savant**
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



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



**Alchemist**
You have a not-in-play Minion ability.



**Cannibal**
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

## OUTSIDER



**Snitch**
Minions start knowing 3 not-in-play characters.



**Tinker**
You might die at any time.



**Zealot**
If there are 5 or more players alive, you must vote for every nomination.



**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.



**Poisoner**
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



**Goblin**
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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

## DEMON



**Yaggababble**
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



**Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

*Say Lots — by dx*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Snitch
6. Poisoner
7. Godfather
8. Witch
9. Pixie
10. Investigator
11. Seamstress
12. Chambermaid
13. D — Dawn

## FABLED, JINXES & LORIC

**Legion & Zealot**

The Zealot might register as evil to Legion.

**Cannibal & Zealot**

If the Cannibal gains the Zealot ability, the Cannibal learns this.

### FABLED

**Doomsayer**

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Gambler
4. Witch
5. Scarlet Woman
6. Legion
7. Shabaloth
8. Godfather
9. Professor
10. Tinker
11. Flowergirl
12. Oracle
13. Seamstress
14. Chambermaid
15. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

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

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

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

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

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

11  **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.

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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

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

6 **Legion**
Choose a player, that player dies.

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

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

9 **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.

10 **Tinker**
The Tinker might die.

11 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

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

13 **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.

14 **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.

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