ppppp pp pp pp v0.5.0 *by PrivateEyeball*

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



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



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

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. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Preacher
6. Poisoner
7. Pukka
8. Pixie
9. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Preacher
4. Poisoner
5. Pit-Hag
6. Pukka
7. Po
8. Professor
9. 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 
Poisoner
The Poisoner points to a player. That player is poisoned.

7 
Pukka
The Pukka points to a player. That player is poisoned.

8 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

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

Other Nights

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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 

Poisoner

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

5 

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.

6 

Pukka

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

7 

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

8 

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.

9 D

Dawn

Wait for a few seconds. End the Night Phase.