# Hopes Will Die Young v3.0.0 *by Nycto, Dilara & The Virgin*

Djinn

## TOWNSFOLK



**Shugenja**
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



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



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



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



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



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



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



**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.



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



**Sage**
If the Demon kills you, you learn that it is 1 of 2 players.



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

## OUTSIDER



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



**Sweetheart**
When you die, 1 player is drunk from now on.



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



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

## MINION



**Mezepheles**
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



**Assassin**
Once per game, at night*, choose a player: they die, even if for some reason they could not.



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



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



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

## DEMON



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



**Lil' Monsta**
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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



**Vortox**
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Preacher
6. Lil' Monsta
7. Mezepheles
8. Pixie
9. Empath
10. Chambermaid
11. Dawn

## FABLED, JINXES & LORIC

**Cannibal & Zealot**

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

**Summoner & Preacher**

If the living Summoner has no ability, the Storyteller has the Summoner ability.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Preacher
4. Gambler
5. Monk
6. Mezepheles
7. Lycanthrope
8. Po
9. Vortox
10. Lil' Monsta
11. Assassin
12. Gossip
13. Sweetheart
14. Sage
15. Empath
16. Chambermaid
17. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>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**<br>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 |  | **Lil' Monsta**<br>Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. |
| 7 |  | **Mezepheles**<br>Show the Mezepheles their secret word. |
| 8 |  | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 9 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 10 |  | **Chambermaid**<br>The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability. |
| 11 | D | **Dawn**<br>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 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

5 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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

8 **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

9 **Vortox**
The Vortox points to a player. That player dies.

10 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

11 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

12 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

13 **Sweetheart**
Choose a player that is drunk.

14 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

16 **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.

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