Sad Bulgaria v1.0.0 *by Adge*

Djinn

TOWNSFOLK

Steward
You start knowing 1 good player.

Noble
You start knowing 3 players, 1 and only 1 of which is evil.

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

Town Crier
Each night*, you learn if a Minion nominated today.

Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

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

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

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

Fool
The first time you die, you don't.

Pacifist
Executed good players might not die.

OUTSIDER

Tinker
You might die at any time.

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

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

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

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

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

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON

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

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Marionette
6. Godfather
7. Devil's Advocate
8. Pukka
9. Noble
10. Balloonist
11. General
12. D — Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Innkeeper
4. Gambler
5. Devil's Advocate
6. Imp
7. Pukka
8. Shabaloth
9. Assassin
10. Godfather
11. Acrobat
12. Sweetheart
13. Professor
14. Tinker
15. Moonchild
16. Town Crier
17. Balloonist
18. General
19. 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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		**Pukka** The Pukka points to a player. That player is poisoned.
9		**Noble** Point to 3 players including one evil player, in no particular order.
10		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
11		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12	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		**Sailor** The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		**Innkeeper** The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		**Gambler** The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		**Devil's Advocate** The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		**Imp** The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
7		**Pukka** The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8		**Shabaloth** One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
9		**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.
10		**Godfather** If an Outsider died today: The Godfather points to a player. That player dies.
11		**Acrobat** If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12		**Sweetheart** Choose a player that is drunk.
13		**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.
14		**Tinker** The Tinker might die.
15		**Moonchild** If the Moonchild used their ability to target a player today: If that player is good, they die.
16		**Town Crier** Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
17		**Balloonist** Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
18		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
19	D	**Dawn** Wait for a few seconds. End the Night Phase.