Unending Bureaucracy v0.8.0 *by H3yBl1nk1n*

Djinn

TOWNSFOLK



Preacher

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Pacifist

Executed good players might not die.

OUTSIDER



Tinker

You might die at any time.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



Devil's Advocate

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



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Preacher
6. Devil's Advocate
7. Leviathan
8. Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir
The Storyteller doesn't declare the Vizier is in play.

Magician & Vizier
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

Vizier & Preacher
If the Vizier loses their ability, they learn this, and cannot die during the day.

FABLED

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

RECOMMENDED TRAVELLERS

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

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

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. Dusk
2. Preacher
3. Devil's Advocate
4. Professor
5. Tinker
6. Leviathan
7. 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		**Magician**
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		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
8	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  **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.

3  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

4  **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.

5  **Tinker**
The Tinker might die.

6  **Leviathan**
Change the Leviathan Day reminder for the next day.

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