Spoiled Ballots v1.0.0 *by Hexadexterous*

TOWNSFOLK

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

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

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

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

Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

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

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

Pacifist
Executed good players might not die.

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

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

OUTSIDER

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

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

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

MINION

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

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

Baron
There are extra Outsiders in play. [+2 Outsiders]

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

DEMON

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

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

Quick Reference

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FIRST NIGHT

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2. Minion Info
3. Demon Info
4. Philosopher
5. Marionette
6. Courtier
7. Devil's Advocate
8. Fearmonger
9. Investigator
10. Empath
11. Butler
12. General
13. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Courtier
4. Devil's Advocate
5. Fearmonger
6. Imp
7. Vigormortis
8. Gossip
9. Empath
10. Town Crier
11. Oracle
12. Butler
13. General
14. 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 **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 **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

7 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

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

11 **Butler**
The Butler points to a player. Mark that player as 'Master'.

12 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

13 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 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

5 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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

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

10 **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).

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

12 **Butler**
The Butler points to a player. Mark that player as 'Master'.

13 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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