# Would You Like to Die? v1.0 v1.0.0 *by Voidstarr*

Djinn

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



### 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.



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



### 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.



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Alchemist
You have a not-in-play Minion ability.



### Pacifist
Executed good players might not die.



### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

## OUTSIDER



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



### Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINION



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



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



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



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



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



### Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

## DEMON



### Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Devil's Advocate
6. Mezepheles
7. Pixie
8. Empath
9. Seamstress
10. Chambermaid
11. Dawn

## FABLED, JINXES & LORIC

**Alchemist & Organ Grinder**

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

**Plague Doctor & Goblin**

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

**Plague Doctor & Boomdandy**

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Devil's Advocate
4. Mezepheles
5. Al-Hadikhia
6. Barber
7. Empath
8. Town Crier
9. Seamstress
10. Chambermaid
11. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

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

6  **Mezepheles**
Show the Mezepheles their secret word.

7  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

9  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

10  **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.

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

# Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

4  **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.

5  **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

6  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

8  **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).

9  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

10  **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.

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