Willing Sacrifice v1.0.0 *by Mevolas Rubenido*

Djinn

TOWNSFOLK



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



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

OUTSIDER



Saint
If you die by execution, your team loses.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION



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.

DEMON



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lleech
6. Empath
7. 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.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Lleech
3. Ravenkeeper
4. Empath
5. 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  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

7 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  **Lleech**
The Lleech points to a player. That player dies.

3  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

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