# Death+Protection. v1.0.3 *by Addie+SomeHelp(youknowwhoyouare)*

Toymaker Djinn

## TOWNSFOLK



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



### Farmer
If you die at night, an alive good player becomes a Farmer.



### Sage
If the Demon kills you, you learn that it is 1 of 2 players.



### Tea Lady
If both your alive neighbours are good, they can't die.



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

## 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.



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

## MINION



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



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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

## DEMON



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



### 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. Sailor
5. Lleech
6. Devil's Advocate
7. Witch
8. Grandmother
9. Dreamer
10. Dawn

## FABLED, JINXES & LORIC

**Yaggababble & Exorcist**

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

### FABLED

**Toymaker**

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Barista**

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

**Voudon**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Innkeeper
4. Gambler
5. Monk
6. Devil's Advocate
7. Witch
8. Exorcist
9. Zombuul
10. Po
11. Lleech
12. Assassin
13. Gossip
14. Sweetheart
15. Sage
16. Farmer
17. Tinker
18. Moonchild
19. Grandmother
20. Dreamer
21. 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 
**Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

6 
**Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7 
**Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8 
**Grandmother**
Show the marked character token. Point to the marked player.

9 
**Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

# Other Nights

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1 **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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

7 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

8 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

9 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

10 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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

12 **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.

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

14 **Sweetheart**
Choose a player that is drunk.

15 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

16 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

17 **Tinker**
The Tinker might die.

18 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

19 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

20 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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