Somebody Please Go! v1.0.0 by boypower2566

Sentinel Djinn

TOWNSFOLK



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



General

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Mutant

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



Zealot

If there are 5 or more players alive, you must vote for every nomination.

MINION



Fearmonger

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



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Vizier

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

DEMON



Yaggababble

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



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Fearmonger
5. Pixie
6. Amnesiac
7. General
8. D — Dawn

FABLED, JINXES & LORIC

Vizier & Zealot

The Zealot might register as evil to the Vizier.

Vizier & Fearmonger

The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

FABLED

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Fearmonger
3. Lycanthrope
4. Amnesiac
5. General
6. D — 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  **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.

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

6  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **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.
3. **Lycanthrope**
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
4. **Amnesiac**
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
5. **General**
   Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
6. **Dawn**
   Wait for a few seconds. End the Night Phase.