I was supposed to die v4.0.0 *by Ginie*

Bootlegger Gardener Djinn

TOWNSFOLK



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



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



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



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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

OUTSIDER



Tinker
You might die at any time.



Saint
If you die by execution, your team loses.

MINION



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



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

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.



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

Quick Reference

I was supposed to die — by Ginie

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Lleech
6. Investigator
7. Empath
8. Grandmother
9. Mathematician
10. Dawn

FABLED, JINXES & LORIC

Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

FABLED

Djinn

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

LORIC

Bootlegger

This script has homebrew characters or rules.

Gardener

The Storyteller assigns all players' characters.

RECOMMENDED TRAVELLERS

Butcher

Each day, after the 1st execution, you may nominate again.

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

Scapegoat

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

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Lleech
4. Sage
5. Tinker
6. Grandmother
7. Empath
8. Mathematician
9. 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

I was supposed to die — by Ginie

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  **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.

5  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

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

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

9  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

Other Nights

I was supposed to die — by Ginie

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

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

5  **Tinker**
The Tinker might die.

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

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

8  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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