# No Second Chances v1.1.0 *by Marelyn C*

## TOWNSFOLK



### Noble
You start knowing 3 players, 1 and only 1 of which is evil.



### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



### Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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

## OUTSIDER



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



### Saint
If you die by execution, your team loses.



### Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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

## MINION



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



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



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



### Baron
There are extra Outsiders in play. [+2 Outsiders]

## DEMON



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



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### 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.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Courtier
5. Damsel
6. Librarian
7. Fortune Teller
8. Noble
9. Bounty Hunter
10. D — Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. D — Dusk
2. Courtier
3. Lycanthrope
4. Zombuul
5. Po
6. No Dashii
7. Assassin
8. Sage
9. Damsel
10. Fortune Teller
11. Juggler
12. Bounty Hunter
13. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Courtier**<br>The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk. |
| 5 |  | **Damsel**<br>Wake all the Minions, show them the 'This character selected you' card and the Damsel token. |
| 6 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 7 |  | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 8 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 9 |  | **Bounty Hunter**<br>Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign. |
| 10 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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

5  **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

6  **No Dashii**
The No Dashii points to a player. That player dies.

7  **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.

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

9  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

10  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

11  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

12  **Bounty Hunter**
If the known evil player has died, point to another evil player.

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