Deadly echoes v1.0.1 *by Larry*

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.



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



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



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



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



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.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Soldier
You are safe from the Demon.



Fool
The first time you die, you don't.



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



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Tinker
You might die at any time.



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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

MINION



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.



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



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



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Courtier
6. Witch
7. Pukka
8. Grandmother
9. D — Dawn

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OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Courtier
4. Innkeeper
5. Gambler
6. Witch
7. Scarlet Woman
8. Pukka
9. Shabaloth
10. Po
11. Gossip
12. Acrobat
13. Professor
14. Tinker
15. Grandmother
16. Juggler
17. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **Courtier**
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.

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

7  **Pukka**
The Pukka points to a player. That player is poisoned.

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

9 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  **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.

4  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

7  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

8  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

12  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

13  **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

14  **Tinker**
The Tinker might die.

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

16  **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.

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