Second Chance v1.0.0 *by HumanWarm*

Djinn

TOWNSFOLK



Bounty Hunter

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



Pixie

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



Monk

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Cannibal

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Tea Lady

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



Mayor

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

OUTSIDER



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Damsel

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



Saint

If you die by execution, your team loses.

MINION



Devil's Advocate

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



Scarlet Woman

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



Mastermind

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



Zombuul

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



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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

Second Chance — by HumanWarm

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lleech
6. Snake Charmer
7. Devil's Advocate
8. Evil Twin
9. Pixie
10. Huntsman
11. Damsel
12. Bounty Hunter
13. Cult Leader
14. Dawn

FABLED, JINXES & LORIC

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

Lleech & Mastermind

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

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Snake Charmer
4. Monk
5. Devil's Advocate
6. Scarlet Woman
7. Imp
8. Zombuul
9. Fang Gu
10. Lleech
11. Huntsman
12. Damsel
13. Bounty Hunter
14. Cult Leader
15. 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

Second Chance — by HumanWarm

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 
Philosopher
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

6 
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

7 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8 
Evil Twin
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

9 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

10 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12 
Bounty Hunter
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

13 
Cult Leader
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

Second Chance — by HumanWarm

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

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

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

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

7 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

9 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

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

11 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

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

14 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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