# You're Gonna Carry That Weight v1.2.5 *by eben*

Spirit of Ivory Djinn

## TOWNSFOLK



**Clockmaker**
You start knowing how many steps from the Demon to its nearest Minion.



**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.



**High Priestess**
Each night, learn which player the Storyteller believes you should talk to most.



**Balloonist**
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



**Undertaker**
Each night*, you learn which character died by execution today.



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



**Savant**
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



**Soldier**
You are safe from the Demon.



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



**Banshee**
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

## OUTSIDER



**Tinker**
You might die at any time.



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



**Moonchild**
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



**Barber**
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



**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.

## MINION



**Poisoner**
Each night, choose a player: they are poisoned tonight and tomorrow day.



**Summoner**
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



**Boffin**
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



**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.



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



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

# Quick Reference

*You're Gonna Carry That Weight — by eben*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Snake Charmer
6. Pixie
7. Amnesiac
8. Clockmaker
9. Balloonist
10. Bounty Hunter
11. Dawn

## FABLED, JINXES & LORIC

**Summoner & Clockmaker**

The Summoner registers as the Demon to the Clockmaker.

### FABLED

**Spirit of Ivory**

There can't be more than 1 extra evil player.

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Snake Charmer
4. Imp
5. Po
6. Gossip
7. Barber
8. Amnesiac
9. Tinker
10. Moonchild
11. Undertaker
12. Balloonist
13. Bounty Hunter
14. 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

*You're Gonna Carry That Weight — by eben*

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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

5  **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.

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

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

8  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

9  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

10  **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.

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

# Other Nights

*You're Gonna Carry That Weight — by eben*

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

2 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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 **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.

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

7 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

9 **Tinker**
The Tinker might die.

10 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

11 **Undertaker**
If a player was executed today: Show that player's character token.

12 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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

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