God of Ug

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Djinn

TOWNSFOLK

Steward
You start knowing 1 good player.

Chef
You start knowing how many pairs of evil players there are.

Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

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

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

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.

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

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 your team win.

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

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

OUTSIDERS

Hermit
You have all Outsider abilities. **[-0 or -1 Outsider]**

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

Zealot
If there are 5 or more players alive, you must vote for every nomination.

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.

MINIONS

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

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

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

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.

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

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* Not the first night

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

The Cerenovus may choose to make a player mad that they are the Goblin.

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

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Dusk
Start the Night Phase.

Yaggababble
Show the Yaggababble their secret phrase.

Minion Info
If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

Demon Info
If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

Godfather
Show the character tokens of all in-play Outsiders.

Cerenovus
The Cerenovus chooses a player & a character. ● Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.

Pukka
The Pukka chooses a player. ●

Pixie
Show the Townsfolk character token marked **MAD**.

Amnesiac
Do whatever needs to be done to satisfy the Amnesiac's ability.

Chef
Give a finger signal.

Steward
Point to the player marked **KNOW**.

Shugenja
Point clockwise or anticlockwise.

Cult Leader
The Cult Leader might change alignment. If so, show the **YOU ARE** info token & give a thumb signal.

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

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Dusk
Start the Night Phase.

Cerenovus
The Cerenovus chooses a player & a character. ● Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.

Pukka
The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●

Po
The Po may choose a player OR chooses 3 players if they chose no-one last night. ● or ● ● ●

Yaggababble
For each time the Yaggababble said their phrase today, a player might die. ●

Assassin
The Assassin might choose a player. ● ●

Godfather
If an Outsider died today, the Godfather chooses a player. ●

Gossip
If the Gossip is due to kill a player, they die. ●

Amnesiac
Do whatever needs to be done to satisfy the Amnesiac's ability.

Juggler
Give a finger signal.

Cult Leader
The Cult Leader might change alignment. If so, show the **YOU ARE** info token & give a thumb signal.

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

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