Dead men tell no tales v1.0.0 *by Zaden*

Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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]



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Oracle
Each night*, you learn how many dead players are evil.



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



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



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



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



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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

OUTSIDER



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.



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



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Marionette
6. Poisoner
7. Godfather
8. Witch
9. Pixie
10. Amnesiac
11. Balloonist
12. Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Innkeeper
5. Witch
6. Imp
7. Fang Gu
8. Vigormortis
9. Godfather
10. Acrobat
11. Barber
12. Amnesiac
13. Ravenkeeper
14. Undertaker
15. Oracle
16. Balloonist
17. 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		**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		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6		**Poisoner** The Poisoner points to a player. That player is poisoned.
7		**Godfather** Show each of the Outsider tokens in play.
8		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
9		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
10		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		**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.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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

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

6 **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.

7 **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.

8 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

9 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

11 **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.

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

13 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

15 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

16 **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.

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