Grunt Birthday Party v1.0.0 by Mevolas

Pope · Hindu · Tor · Ferryman · Doomsayer

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



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



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



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



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



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



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Alchemist
You have a not-in-play Minion ability.



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

OUTSIDER



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Tinker
You might die at any time.



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



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

MINION



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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

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.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poisoner
6. Empath
7. Bounty Hunter
8. D — Dawn

FABLED, JINXES & LORIC

FABLED

Ferryman
On the final day, all dead players regain their vote token.

Doomsayer
If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

LORIC

Pope
There are duplicate good characters in play. They might also be bluffs.

Hindu
The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

Tor
Players don't know their character or alignment. They learn them when they die.

RECOMMENDED TRAVELLERS

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Monk
4. Lycanthrope
5. Legion
6. Zombuul
7. Vortex
8. Acrobat
9. Tinker
10. Empath
11. Oracle
12. Bounty Hunter
13. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

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

6  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

7  **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.

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

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

4  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5  **Legion**
Choose a player, that player dies.

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

7  **Vortox**
The Vortox points to a player. That player dies.

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

9  **Tinker**
The Tinker might die.

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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

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

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