Ghosts of Christmas v1.0.0 *by Rad*

Zenomancer · Ferryman · Doomsayer · Djinn

TOWNSFOLK



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



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



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

OUTSIDER



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



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



Sweetheart
When you die, 1 player is drunk from now on.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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



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

Quick Reference

Ghosts of Christmas — by Rad

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Devil's Advocate
5. Mezepheles
6. Librarian
7. Fortune Teller
8. D — Dawn

FABLED, JINXES & LORIC

Recluse & Sage

The Recluse might register as the Demon to the Sage.

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.

Djinn

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

LORIC

Zenomancer

One or more players each have a goal. When achieved, that player learns a piece of true info.

RECOMMENDED TRAVELLERS

Bone Collector

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

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

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. Devil's Advocate
3. Mezepheles
4. Exorcist
5. Zombuul
6. Shabaloth
7. Vigormortis
8. Sweetheart
9. Sage
10. Professor
11. Ravenkeeper
12. Fortune Teller
13. Undertaker
14. Oracle
15. 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 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

5 **Mezepheles**
Show the Mezepheles their secret word.

6 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

7 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

3 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

4 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

6 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

7 **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.

8 **Sweetheart**
Choose a player that is drunk.

9 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

10 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

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

12 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

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

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