Fright Night v1.0.0 *by Fantasy*

TOWNSFOLK

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

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

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

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

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

Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER

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

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

MINION

Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMON

Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

Fright Night — by Fantasy

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Pixie
5. D — Dawn

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OTHER NIGHTS

1. D — Dusk
2. Al-Hadikhia
3. Undertaker
4. 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 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

Other Nights

Fright Night — by Fantasy

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

2 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

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

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