# Dead Men Tell No Tales (Full Size) v1.0.0 by GermanGinger

Fibbin

## TOWNSFOLK



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



### Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### 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.



### Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



### 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.



### Tea Lady
If both your alive neighbours are good, they can't die.

## OUTSIDER



### Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



### Snitch
Minions start knowing 3 not-in-play characters.

## MINION



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



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



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



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

## DEMON



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### 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

*Dead Men Tell No Tales (Full Size) — by GermanGinger*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snitch
6. Lunatic
7. Sailor
8. Godfather
9. Devil's Advocate
10. Mezepheles
11. Librarian
12. Grandmother
13. Dawn

## FABLED, JINXES & LORIC

### FABLED



**Fibbin**

Once per game, 1 good player might get incorrect information.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Devil's Advocate
5. Mezepheles
6. Lunatic
7. Zombuul
8. Vigormortis
9. Godfather
10. Gossip
11. Sage
12. Moonchild
13. Grandmother
14. Ravenkeeper
15. Oracle
16. 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 **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8 **Godfather**
Show each of the Outsider tokens in play.

9 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

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

12 **Grandmother**
Show the marked character token. Point to the marked player.

13 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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

5 **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.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

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 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

12 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

13 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

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

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