

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Grandmother

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



Pixie

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



Empath

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



Sailor

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



Ballooning

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Innkeeper

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



Gossip

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Philosopher

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



Pacifist

Executed good players might not die.



Ravenkeeper

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



Cannibal

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

OUTSIDER



Tinker

You might die at any time.



Sweetheart

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Drunk

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

MINION



Poisoner

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



Devil's Advocate

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Boomdandy

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

DEMON



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Zombuul

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



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

Dead Sometimes Better 1.3 — by Rhydings

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Sailor
- 6  Engineer
- 7  Poisoner
- 8  Devil's Advocate
- 9  Pixie
- 10  Damsel
- 11  Empath
- 12  Grandmother
- 13  Noble
- 14  Balloonist
- 15  D Dawn

FABLED, JINXES & LORIC

FABLED



Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.

RECOMMENDED TRAVELLERS



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Scapegoat

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



Judge

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Sailor
- 4  Engineer
- 5  Poisoner
- 6  Innkeeper
- 7  Devil's Advocate
- 8  Zombuul
- 9  Po
- 10  Fang Gu
- 11  Assassin
- 12  Gossip
- 13  Sweetheart
- 14  Damsel
- 15  Tinker
- 16  Grandmother
- 17  Ravenkeeper
- 18  Empath
- 19  Balloonist
- 20  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

Dead Sometimes Better 1.3 — by Rhydings

1		Dusk Start the Night Phase.
2		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		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		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		Grandmother Show the marked character token. Point to the marked player.
13		Noble Point to 3 players including one evil player, in no particular order.
14		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.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Dead Sometimes Better 1.3 — by Rhydings

1		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		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
5		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
6		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
7		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
8		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
9		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
10		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.
11		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Sweetheart Choose a player that is drunk.
14		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
15		Tinker The Tinker might die.
16		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
18		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
19		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.
20		Dawn Wait for a few seconds. End the Night Phase.