It Stalks the Silent Night v1.0.0 *by Dominic*

Knaves · Fiddler · Sentinel · Hell's Librarian · Djinn

TOWNSFOLK



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



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



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



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



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



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



Fool
The first time you die, you don't.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Pacifist
Executed good players might not die.

OUTSIDER



Tinker
You might die at any time.



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



Mutant
If you are "mad" about being an Outsider, you might be executed.



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



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



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



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



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

DEMON



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



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.



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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FABLED, JINXES & LORIC



Cannibal & Princess

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

FABLED



Fiddler

Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.



Sentinel

There might be 1 extra or 1 fewer Outsider in play.



Hell's Librarian

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



Djinn

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

LORIC



Knaves

There are 2 Storytellers: one lies & one tells the truth. Once per game, at dusk, they might switch.

RECOMMENDED TRAVELLERS



Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.



Gangster

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



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.



Deviant

If you were funny today, you cannot die by exile.



Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

1. D — Dusk
2.  Zombuul
3.  Po
4.  Gossip
5.  Tinker
6.  Moonchild
7. 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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

3 **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

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

5 **Tinker**
The Tinker might die.

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

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