# Girl's Night! v1.0.0 *by OrderGoddess*

Djinn

## TOWNSFOLK

### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

### 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.

### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

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

### Flowergirl
Each night*, you learn if a Demon voted today.

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

### Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

### 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.

## OUTSIDER

### Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

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

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

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

## MINION

### Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

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

### Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON

### Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

### Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

### Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Widow
6. Courtier
7. Witch
8. Pixie
9. Damsel
10. Washerwoman
11. Empath
12. Butler
13. Grandmother
14. Dreamer
15. Seamstress
16. Chambermaid
17. Dawn

## FABLED, JINXES & LORIC

**Cannibal & Butler**

If the Cannibal gains the Butler ability, the Cannibal learns this.

**Scarlet Woman & Fang Gu**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

**Widow & Damsel**

If the Widow is (or has been) in play, the Damsel is poisoned.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Courtier
4. Witch
5. Scarlet Woman
6. Imp
7. Fang Gu
8. Vortox
9. Gossip
10. Sweetheart
11. Damsel
12. Grandmother
13. Empath
14. Dreamer
15. Flowergirl
16. Seamstress
17. Butler
18. Chambermaid
19. 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
**Poisoner**
The Poisoner points to a player. That player is poisoned.

5
**Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

6
**Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

7
**Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8
**Pixie**
Show the Pixie 1 in-play Townsfolk character token.

9
**Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

10
**Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

11
**Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

12
**Butler**
The Butler points to a player. Mark that player as 'Master'.

13
**Grandmother**
Show the marked character token. Point to the marked player.

14
**Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

15
**Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16
**Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

17 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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

4 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

6 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

7 **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.

8 **Vortox**
The Vortox points to a player. That player dies.

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

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

11 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

13 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

14 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

15 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

16 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

17 **Butler**
The Butler points to a player. Mark that player as 'Master'.

18 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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