# All Talk, No Play v1.5.0 *by Thomassaurus*

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



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



### Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



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



### Town Crier
Each night*, you learn if a Minion nominated today.



### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



### Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



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



### Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



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



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

## OUTSIDER



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



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



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

## MINION



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



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



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



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



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

## DEMON



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



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# Quick Reference

*All Talk, No Play — by Thomassaurus*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lunatic
6. Poisoner
7. Godfather
8. Witch
9. Mezepheles
10. Pukka
11. Huntsman
12. Damsel
13. Amnesiac
14. Grandmother
15. Chambermaid
16. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Witch
5. Mezepheles
6. Lunatic
7. Pukka
8. Godfather
9. Acrobat
10. Huntsman
11. Damsel
12. Amnesiac
13. Grandmother
14. Flowergirl
15. Town Crier
16. Chambermaid
17. 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  **Magician**

5  **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.

6  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

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

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

10  **Pukka**
The Pukka points to a player. That player is poisoned.

11  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

13  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

15  **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.

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

# Other Nights

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 |  | **Poisoner**<br>The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned. |
| 3 |  | **Gambler**<br>The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies. |
| 4 |  | **Witch**<br>If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 5 |  | **Mezepheles**<br>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**<br>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 |  | **Pukka**<br>The Pukka points to a player. That player is poisoned. The previously poisoned player dies. |
| 8 |  | **Godfather**<br>If an Outsider died today: The Godfather points to a player. That player dies. |
| 9 |  | **Acrobat**<br>If a good living neighbour is drunk or poisoned, the Acrobat player dies. |
| 10 |  | **Huntsman**<br>The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token. |
| 11 |  | **Damsel**<br>If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token. |
| 12 |  | **Amnesiac**<br>If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 13 |  | **Grandmother**<br>If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies. |
| 14 |  | **Flowergirl**<br>Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any). |
| 15 |  | **Town Crier**<br>Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any). |
| 16 |  | **Chambermaid**<br>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**<br>Wait for a few seconds. End the Night Phase. |