The Grim Gables v5.0.0 *by FriendlyBacon*

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



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



Alchemist
You have a not-in-play Minion ability.



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



Recluse
You might register as evil & as a Minion or Demon, even if dead.



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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



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

MINION



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.



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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



Baron
There are extra Outsiders in play. [+2 Outsiders]



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

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

The Grim Gables — by FriendlyBacon

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lil' Monsta
6. Poisoner
7. Witch
8. Fearmonger
9. Huntsman
10. Damsel
11. Investigator
12. Chef
13. Empath
14. Fortune Teller
15. Clockmaker
16. Dreamer
17. Balloonist
18. Chambermaid
19. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Witch
5. Fearmonger
6. Lil' Monsta
7. Assassin
8. Huntsman
9. Damsel
10. Moonchild
11. Empath
12. Fortune Teller
13. Dreamer
14. Flowergirl
15. Balloonist
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

The Grim Gables — by FriendlyBacon

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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		**Poisoner** The Poisoner points to a player. That player is poisoned.
7		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
8		**Fearmonger** The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
9		**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.
10		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
12		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
13		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
14		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
15		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
16		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		**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.
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.

Other Nights

The Grim Gables — by FriendlyBacon

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  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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  **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

6  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

7  **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.

8  **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.

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

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

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

12  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

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

15  **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.

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.