# The Graveyard Never Dies v1.0.0 by JWCY

Djinn

## TOWNSFOLK



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



**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.



**General**
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



**Oracle**
Each night*, you learn how many dead players are evil.



**Undertaker**
Each night*, you learn which character died by execution today.



**Monk**
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



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



**Sage**
If the Demon kills you, you learn that it is 1 of 2 players.



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

## OUTSIDER



**Saint**
If you die by execution, your team loses.



**Plague Doctor**
When you die, the Storyteller gains a Minion ability.



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



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

## MINION



**Spy**
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



**Cerenovus**
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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

## DEMON



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



**Vigormortis**
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



**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

*The Graveyard Never Dies — by JWCY*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Witch
6. Cerenovus
7. Washerwoman
8. Empath
9. Clockmaker
10. Spy
11. General
12. Dawn

## FABLED, JINXES & LORIC

**Plague Doctor & Spy**

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

**Recluse & Sage**

The Recluse might register as the Demon to the Sage.

**Plague Doctor & Boomdandy**

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Monk
4. Witch
5. Cerenovus
6. Fang Gu
7. Vortox
8. Vigormortis
9. Sage
10. Empath
11. Undertaker
12. Flowergirl
13. Town Crier
14. Oracle
15. Spy
16. General
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 Graveyard Never Dies — by JWCY*

| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>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 |  | **Witch**<br>The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 6 |  | **Cerenovus**<br>The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed. |
| 7 |  | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 8 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 9 |  | **Clockmaker**<br>Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion. |
| 10 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 11 |  | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 12 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

*The Graveyard Never Dies — by JWCY*

1 D **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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **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.

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

8 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

9 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

11 **Undertaker**
If a player was executed today: Show that player's character token.

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

13 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

14 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

15 **Spy**
Show the Grimoire to the Spy for as long as they need.

16 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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