No Seagulls Were Harmed v1.2.0 *by Bees*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



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



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



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



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



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



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

MINION



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



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



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



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.



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



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]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Sailor
6. Lleech
7. Poisoner
8. Widow
9. Fortune Teller
10. Balloonist
11. Mathematician
12. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Butcher

Each day, after the 1st execution, you may nominate again.

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Fang Gu
6. Vigormortis
7. Lleech
8. Ravenkeeper
9. Fortune Teller
10. Oracle
11. Balloonist
12. Mathematician
13. 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 
Philosopher
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 
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6 
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

7 
Poisoner
The Poisoner points to a player. That player is poisoned.

8 
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.

9 
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.

10 
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.

11 
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

12 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  **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  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

5  **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.

6  **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.

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

8  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

9  **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.

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

11  **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.

12  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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