A Day in the life of a Seal v1.0.0 *by Dynamo*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



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



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



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.



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



Soldier
You are safe from the Demon.



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

OUTSIDER



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



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.



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

MINION



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



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



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



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



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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

Quick Reference

A Day in the life of a Seal — by Dynamo

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Witch
6. Pukka
7. Librarian
8. Fortune Teller
9. Balloonist
10. Bounty Hunter
11. General
12. Mathematician
13. Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Kazali

If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

Mathematician & Drunk

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

Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Witch
3. Scarlet Woman
4. Lunatic
5. Pukka
6. No Dashii
7. Vigormortis
8. Ravenkeeper
9. Fortune Teller
10. Undertaker
11. Balloonist
12. Bounty Hunter
13. General
14. Mathematician
15. 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

A Day in the life of a Seal — by Dynamo

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		**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.
5		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
6		**Pukka** The Pukka points to a player. That player is poisoned.
7		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
8		**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.
9		**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.
10		**Bounty Hunter** Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
11		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
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.

Other Nights

A Day in the life of a Seal — by Dynamo

1. **Dusk**
   Start the Night Phase.
2. **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
3. **Scarlet Woman**
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4. **Lunatic**
   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.
5. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6. **No Dashii**
   The No Dashii points to a player. That player dies.
7. **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.
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. **Undertaker**
    If a player was executed today: Show that player's character token.
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. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
13. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.