A tale of life and death v1.0.0 *by Antoine*

TOWNSFOLK



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



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



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



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.



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Soldier
You are safe from the Demon.



Farmer
If you die at night, an alive good player becomes a Farmer.

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



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



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



Wraith
You may choose to open your eyes at night. You wake when other evil players do.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

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.

Quick Reference

A tale of life and death — by Antoine

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Godfather
5. Pukka
6. Librarian
7. Empath
8. Grandmother
9. Seamstress
10. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Monk
4. Pukka
5. No Dashii
6. Assassin
7. Godfather
8. Gossip
9. Farmer
10. Moonchild
11. Grandmother
12. Empath
13. Undertaker
14. Seamstress
15. D — 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 tale of life and death — by Antoine

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		**Godfather** Show each of the Outsider tokens in play.
5		**Pukka** The Pukka points to a player. That player is poisoned.
6		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
7		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		**Grandmother** Show the marked character token. Point to the marked player.
9		**Seamstress** The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

A tale of life and death — by Antoine

1. **Dusk**
   Start the Night Phase.
2. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3. **Monk**
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
5. **No Dashii**
   The No Dashii points to a player. That player dies.
6. **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.
7. **Godfather**
   If an Outsider died today: The Godfather points to a player. That player dies.
8. **Gossip**
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9. **Farmer**
   If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
10. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
11. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
12. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
13. **Undertaker**
    If a player was executed today: Show that player's character token.
14. **Seamstress**
    If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.