# It's my party and I'll die if I want to v1.2.1 *by bee*

## 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.)



### Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



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



### 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.



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



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

## OUTSIDER



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



### Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



### Tinker
You might die at any time.



### Zealot
If there are 5 or more players alive, you must vote for every nomination.

## MINION



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



### 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.



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

## DEMON



### Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Widow
6. Godfather
7. Devil's Advocate
8. Witch
9. Amnesiac
10. Librarian
11. Empath
12. Fortune Teller
13. Grandmother
14. Noble
15. Balloonist
16. D — Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS



**Barista**

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



**Judge**

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



**Scapegoat**

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



**Gnome**

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

## OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Innkeeper
4. Devil's Advocate
5. Witch
6. No Dashii
7. Al-Hadikhia
8. Godfather
9. Acrobat
10. Amnesiac
11. Farmer
12. Tinker
13. Grandmother
14. Empath
15. Fortune Teller
16. Balloonist
17. 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

*It's my party and I'll die if I want to — by bee*

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 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5 **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.

6 **Godfather**
Show each of the Outsider tokens in play.

7 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

9 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

10 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

12 **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.

13 **Grandmother**
Show the marked character token. Point to the marked player.

14 **Noble**
Point to 3 players including one evil player, in no particular order.

15 **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.

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

# Other Nights

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1 **Dusk**
Start the Night Phase.

2  **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.

3  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

6  **No Dashii**
The No Dashii points to a player. That player dies.

7  **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

8  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

10  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11  **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.

12  **Tinker**
The Tinker might die.

13  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

15  **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.

16  **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.

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