# A Feast For The Ages v1.0.0 *by Scryptman*

Djinn

## TOWNSFOLK



### Cannibal

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



### Chef

You start knowing how many pairs of evil players there are.



### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Farmer

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



### Fisherman

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



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Innkeeper

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



### Tea Lady

If both your alive neighbours are good, they can't die.



### Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Gossip

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



### Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



### Seamstress

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



### Acrobat

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

## OUTSIDER



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



### Drunk

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

## MINION



### Poisoner

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



### Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



### Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



### 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



### 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.



### Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



### Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

# Quick Reference

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## FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Lleech
5. Poisoner
6. Courtier
7. Evil Twin
8. Huntsman
9. Damsel
10. Chef
11. Butler
12. Seamstress
13. Chambermaid
14. (D) Dawn

## FABLED, JINXES & LORIC

**Butler & Organ Grinder**

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

**Cannibal & Butler**

If the Cannibal gains the Butler ability, the Cannibal learns this.

**Legion & Minstrel**

If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

**Cannibal & Juggler**

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

**Pit-Hag & Damsel**

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. (D) Dusk
2. Poisoner
3. Courtier
4. Innkeeper
5. Pit-Hag
6. Legion
7. Imp
8. Shabaloth
9. Lleech
10. Gossip
11. Acrobat
12. Huntsman
13. Damsel
14. Farmer
15. Seamstress
16. Juggler
17. Butler
18. Chambermaid
19. (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

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| | | |
|---|---|---|
| 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 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 5 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 6 |  | **Courtier**<br>The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk. |
| 7 |  | **Evil Twin**<br>Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player. |
| 8 |  | **Huntsman**<br>The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token. |
| 9 |  | **Damsel**<br>Wake all the Minions, show them the 'This character selected you' card and the Damsel token. |
| 10 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 11 |  | **Butler**<br>The Butler points to a player. Mark that player as 'Master'. |
| 12 |  | **Seamstress**<br>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. |
| 13 |  | **Chambermaid**<br>The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability. |
| 14 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **Dusk**
Start the Night Phase.

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

3 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6 **Legion**
Choose a player, that player dies.

7 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

8 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

10 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

12 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

13 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

14 **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.

15 **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.

16 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

17 **Butler**
The Butler points to a player. Mark that player as 'Master'.

18 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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