

# ThrowingATantrum-HouseParty v1.0.0 by Brad Fortner

## TOWNSFOLK



### Amnesiac

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



### Artist

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



### Fisherman

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



### 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.



### Grandmother

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



### Innkeeper

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



### Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



### Philosopher

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



### Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



### Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



### Ravenkeeper

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



### Sailor

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

## OUTSIDER



### Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



### Mutant

If you are "mad" about being an Outsider, you might be executed.



### Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



### Tinker

You might die at any time.

## MINION



### Devil's Advocate

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



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



### Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Poisoner

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

## DEMON



### 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.



### Imp

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



### Shabaloth

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

# Quick Reference

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## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Sailor
- 6  Marionette
- 7  Leech
- 8  Poisoner
- 9  Devil's Advocate
- 10  Mezepheles
- 11  Pixie
- 12  Amnesiac
- 13  Grandmother
- 14  Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Sailor
- 4  Poisoner
- 5  Innkeeper
- 6  Gambler
- 7  Monk
- 8  Devil's Advocate
- 9  Mezepheles
- 10  Imp
- 11  Shabaloth
- 12  Fang Gu
- 13  Leech
- 14  Gossip
- 15  Professor
- 16  Amnesiac
- 17  Tinker
- 18  Moonchild
- 19  Grandmother
- 20  Ravenkeeper
- 21  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  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                          |
| 2  |    | <b>Minion Info</b><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  |    | <b>Demon Info</b><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  |    | <b>Philosopher</b><br>  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  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                      |
| 6  |    | <b>Marionette</b><br>  Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.                                                                                                                                                             |
| 7  |    | <b>Lleech</b><br>  The Lleech points to a player. Place the Poisoned reminder token.                                                                                                                                                                                                                                             |
| 8  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                   |
| 9  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player. That player survives execution tomorrow.                                                                                                                                                                                                            |
| 10 |   | <b>Mezepheles</b><br>  Show the Mezepheles their secret word.                                                                                                                                                                                                                                                                    |
| 11 |  | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                                                                                                                                            |
| 12 |  | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                       |
| 13 |  | <b>Grandmother</b><br>  Show the marked character token. Point to the marked player.                                                                                                                                                                                                                                             |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  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  |    | <b>Sailor</b><br>  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  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                            |
| 5  |    | <b>Innkeeper</b><br>  The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.                                                                                                                                                                                                            |
| 6  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                                                                                                                                                                                             |
| 7  |    | <b>Monk</b><br>  The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.                                                                                                                                                                                                                              |
| 8  |    | <b>Devil's Advocate</b><br>  The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.                                                                                                                                                                                                                        |
| 9  |   | <b>Mezephales</b><br>  Wake the 1st good player that said the Mezephales' secret word and show them the 'You are' card and the thumbs down evil signal.                                                                                                                                                                                                                         |
| 10 |  | <b>Imp</b><br>  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.                                                                                                                                                                         |
| 11 |  | <b>Shabaloth</b><br>  One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.                                                                                                                                                                                                                      |
| 12 |  | <b>Fang Gu</b><br>  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. |
| 13 |  | <b>Leech</b><br>  The Leech points to a player. That player dies.                                                                                                                                                                                                                                                                                                               |
| 14 |  | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                                                                                                                                               |
| 15 |  | <b>Professor</b><br>  If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.                                                                                                                                                                                         |
| 16 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                            |
| 17 |  | <b>Tinker</b><br>  The Tinker might die.                                                                                                                                                                                                                                                                                                                                        |
| 18 |  | <b>Moonchild</b><br>  If the Moonchild used their ability to target a player today: If that player is good, they die.                                                                                                                                                                                                                                                           |
| 19 |  | <b>Grandmother</b><br>  If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.                                                                                                                                                                                                                                                                  |
| 20 |  | <b>Ravenkeeper</b><br>  If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.                                                                                                                                                                                                                                                |
| 21 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |