# A Gentle Reminder v1.3 v1.3.0 *by Julian*

Sentinel

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



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



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



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



### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### 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.



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



### 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.



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



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



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

## OUTSIDER



### 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.



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



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

## MINION



### 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.



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



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



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

## DEMON



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



### 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.



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



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

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Marionette
6. Lleech
7. Widow
8. Snake Charmer
9. Devil's Advocate
10. Witch
11. Pukka
12. Amnesiac
13. Fortune Teller
14. Noble
15. Bounty Hunter
16. D — Dawn

## FABLED, JINXES & LORIC

### FABLED



**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

### RECOMMENDED TRAVELLERS



**Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



**Bureaucrat**
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



**Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.



**Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

## OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Snake Charmer
4. Monk
5. Devil's Advocate
6. Witch
7. Pukka
8. No Dashii
9. Vigormortis
10. Lleech
11. Acrobat
12. Amnesiac
13. Moonchild
14. Fortune Teller
15. Undertaker
16. Bounty Hunter
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

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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 

**Marionette**

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.

6 

**Lleech**

The Lleech points to a player. Place the Poisoned reminder token.

7 

**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.

8 

**Snake Charmer**

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

9 

**Devil's Advocate**

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

10 

**Witch**

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

11 

**Pukka**

The Pukka points to a player. That player is poisoned.

12 

**Amnesiac**

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

13 

**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.

14 

**Noble**

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

15 

**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.

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 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

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

7 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

9 **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.

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

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

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

13 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

14 **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.

15 **Undertaker**
If a player was executed today: Show that player's character token.

16 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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