Why Did They Live and Why Did They Die? v1.0.0 *by Cherie Howell*

Djinn

TOWNSFOLK

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

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.

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.

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

Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Pacifist
Executed good players might not die.

Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

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

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

Soldier
You are safe from the Demon.

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

OUTSIDER

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

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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.

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

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

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

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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.

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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

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. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. Sailor
7. Lleech
8. Poisoner
9. Godfather
10. Devil's Advocate
11. Fortune Teller
12. Seamstress
13. Dawn

FABLED, JINXES & LORIC

Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.

Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Innkeeper
6. Gambler
7. Devil's Advocate
8. Scarlet Woman
9. Lunatic
10. Lycanthrope
11. Shabaloth
12. Po
13. Vigormortis
14. Lleech
15. Godfather
16. Gossip
17. Tinker
18. Fortune Teller
19. Seamstress
20. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Poppy Grower**
   Do not inform the Demon/Minions who each other are
5. **Lunatic**
   If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
6. **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7. **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
8. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
9. **Godfather**
   Show each of the Outsider tokens in play.
10. **Devil's Advocate**
    The Devil's Advocate points to a living player. That player survives execution tomorrow.
11. **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.
12. **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.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **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.

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

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

6 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

8 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

9 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

10 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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

12 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

13 **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.

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

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

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

17 **Tinker**
The Tinker might die.

18 **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.

19 **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.

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