# Executions as Birthday Entertainment v2.0.0 *by Nycto*

## TOWNSFOLK



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



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



### 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.



### 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.



### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



### 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.



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



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

## OUTSIDER



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



### Tinker
You might die at any time.



### Recluse
You might register as evil & as a Minion or Demon, even if dead.



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

## MINION



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



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



### Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



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

## DEMON



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



### Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Godfather
6. Empath
7. Fortune Teller
8. Grandmother
9. Noble
10. Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS

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

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

**Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.

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

**Deviant**
If you were funny today, you cannot die by exile.

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Monk
5. Scarlet Woman
6. Exorcist
7. Imp
8. Po
9. Assassin
10. Godfather
11. Gossip
12. Tinker
13. Moonchild
14. Grandmother
15. Ravenkeeper
16. Empath
17. Fortune Teller
18. Undertaker
19. 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 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 5 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 6 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 7 |  | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 8 |  | **Grandmother**<br>Show the marked character token. Point to the marked player. |
| 9 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 10 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

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

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

6  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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  **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

9  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

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

12  **Tinker**
The Tinker might die.

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

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

15  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

17  **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.

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

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