

Fire Walk With Me v1.0.0 by The Joseph

TOWNSFOLK



Investigator

You start knowing that 1 of 2 players is a particular Minion.



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.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Innkeeper

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



Gossip

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



Huntsman

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



Fisherman

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



Soldier

You are safe from the Demon.



Amnesiac

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



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.



Recluse

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



Sweetheart

When you die, 1 player is drunk from now on.



Damsel

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

MINION



Godfather

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



Psychopath

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



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.



Scarlet Woman

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

DEMON



Pukka

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



Kazali

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



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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.

Quick Reference

Fire Walk With Me — by The Joseph

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Leech
- 5  Godfather
- 6  Evil Twin
- 7  Pukka
- 8  Huntsman
- 9  Damsel
- 10  Amnesiac
- 11  Investigator
- 12  Empath
- 13  Grandmother
- 14  Dreamer
- 15  General
- 16  Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



Harlot

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



Butcher

Each day, after the 1st execution, you may nominate again.



Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.



Deviant

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

OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Scarlet Woman
- 4  Pukka
- 5  Vortex
- 6  Leech
- 7  Godfather
- 8  Gossip
- 9  Sweetheart
- 10  Huntsman
- 11  Damsel
- 12  Amnesiac
- 13  Grandmother
- 14  Empath
- 15  Dreamer
- 16  General
- 17  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		Lleech The Lleech points to a player. Place the Poisoned reminder token.
5		Godfather Show each of the Outsider tokens in play.
6		Evil Twin 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.
7		Pukka The Pukka points to a player. That player is poisoned.
8		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.
9		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		Grandmother Show the marked character token. Point to the marked player.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
5		Vortex The Vortex points to a player. That player dies.
6		Leech The Leech points to a player. That player dies.
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
9		Sweetheart Choose a player that is drunk.
10		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.
11		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
12		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
14		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
15		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
16		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
17		Dawn Wait for a few seconds. End the Night Phase.