Tooth and Nail v1.0.0 *by CCause*

Sentinel Toymaker Djinn

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Oracle

Each night*, you learn how many dead players are evil.



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.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Drunk

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

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.



Baron

There are extra Outsiders in play. [+2 Outsiders]



Mastermind

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

DEMON



Vigormortis

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

Quick Reference

Tooth and Nail — by CCause

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Widow
6. Amnesiac
7. Clockmaker
8. D — Dawn

FABLED, JINXES & LORIC

Plague Doctor & Baron

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

Mastermind & Vigormortis

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

Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

FABLED

Sentinel

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

Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Vigormortis
3. Amnesiac
4. Oracle
5. 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

Tooth and Nail — by CCause

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  **Magician**

5  **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.

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

7  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

Other Nights

Tooth and Nail — by CCause

1 D **Dusk**
Start the Night Phase.

2 **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.

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

4 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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