# Ballad of the Half-Dead Fang Gu v1.2.0 *by Hallow*

Spirit of Ivory Djinn

## 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.



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



**Town Crier**
Each night*, you learn if a Minion nominated today.



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



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



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



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



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



**Farmer**
If you die at night, an alive good player becomes a Farmer.



**Minstrel**
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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



**Pacifist**
Executed good players might not die.

## OUTSIDER



**Hermit**
You have all Outsider abilities. [-0 or -1 Outsider]



**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.



**Hatter**
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

## MINION



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



**Spy**
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



**Pit-Hag**
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



**Wizard**
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



**Summoner**
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

## DEMON



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



**Zombuul**
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



**Fang Gu**
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

# Quick Reference

*Ballad of the Half-Dead Fang Gu — by Hallow*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Sailor
6. Devil's Advocate
7. Pukka
8. Grandmother
9. Noble
10. Spy
11. Dawn

## FABLED, JINXES & LORIC

**Summoner & Hatter**

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

**Summoner & Pit-Hag**

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

**Summoner & Zombuul**

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

**Summoner & Pukka**

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

### FABLED

**Spirit of Ivory**

There can't be more than 1 extra evil player.

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Innkeeper
4. Devil's Advocate
5. Pit-Hag
6. Lunatic
7. Exorcist
8. Zombuul
9. Pukka
10. Fang Gu
11. Farmer
12. Tinker
13. Grandmother
14. Town Crier
15. Spy
16. 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 

**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.

5 

**Sailor**

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6 

**Devil's Advocate**

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

7 

**Pukka**

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

8 

**Grandmother**

Show the marked character token. Point to the marked player.

9 

**Noble**

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

10 

**Spy**

Show the Grimoire to the Spy for as long as they need.

11 D

**Dawn**

Wait for a few seconds. End the Night Phase.

# Other Nights

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

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

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6 **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.

7 **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.

8 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

10 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

11 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

12 **Tinker**
The Tinker might die.

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

14 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

15 **Spy**
Show the Grimoire to the Spy for as long as they need.

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