Party of Peril v1.2.0 *by Ember*

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.



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.



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



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



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.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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.



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



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.



Tinker
You might die at any time.



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



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

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.



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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



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

Quick Reference

Party of Peril — by Ember

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Poisoner
6. Godfather
7. Devil's Advocate
8. Fortune Teller
9. Grandmother
10. Noble
11. Dawn

FABLED, JINXES & LORIC

Boffin & Drunk

The Demon cannot have the Drunk ability.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Innkeeper
5. Devil's Advocate
6. Imp
7. Po
8. Vigormortis
9. Godfather
10. Gossip
11. Tinker
12. Grandmother
13. Ravenkeeper
14. Fortune Teller
15. Town Crier
16. Oracle
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	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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		**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.
9		**Grandmother** Show the marked character token. Point to the marked player.
10		**Noble** Point to 3 players including one evil player, in no particular order.
11	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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

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

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

6  **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.

7  **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

8  **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.

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

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

11  **Tinker**
The Tinker might die.

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

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

14  **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.

15  **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).

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

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