Corpse Bride v1.3.0 *by AudioEvil*

Gardener Hell's Librarian

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Alchemist
You have a not-in-play Minion ability.



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]



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Tinker
You might die at any time.



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.



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



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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



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

Quick Reference

Corpse Bride — by AudioEvil

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Sailor
6. Godfather
7. Devil's Advocate
8. Pukka
9. Grandmother
10. Chambermaid
11. D — Dawn

FABLED, JINXES & LORIC

FABLED

Hell's Librarian
Something bad might happen to whoever talks when the Storyteller has asked for silence.

LORIC

Gardener
The Storyteller assigns all players' characters.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Innkeeper
4. Gambler
5. Devil's Advocate
6. Zombuul
7. Pukka
8. Shabaloth
9. Po
10. Assassin
11. Godfather
12. Gossip
13. Acrobat
14. Professor
15. Tinker
16. Moonchild
17. Grandmother
18. Chambermaid
19. 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

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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.  **Alchemist**
   Show the Alchemist a not-in-play Minion token
5.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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.  **Pukka**
   The Pukka points to a player. That player is poisoned.
9.  **Grandmother**
   Show the marked character token. Point to the marked player.
10.  **Chambermaid**
    The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
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. 
   Innkeeper
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5. 
   Devil's Advocate
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
7. 
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8. 
   Shabaloth
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
9. 
   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
10. 
    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.
11. 
    Godfather
    If an Outsider died today: The Godfather points to a player. That player dies.
12. 
    Gossip
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13. 
    Acrobat
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
14. 
    Professor
    If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
15. 
    Tinker
    The Tinker might die.
16. 
    Moonchild
    If the Moonchild used their ability to target a player today: If that player is good, they die.
17. 
    Grandmother
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
18. 
    Chambermaid
    The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
19. **Dawn**
    Wait for a few seconds. End the Night Phase.