We All Go Out Together v1.0.0 *by SummerM*

TOWNSFOLK



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Steward
You start knowing 1 good player.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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

OUTSIDER



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



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Tinker
You might die at any time.

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.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



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

DEMON



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Sailor
6. Poisoner
7. Widow
8. Empath
9. Fortune Teller
10. Grandmother
11. Clockmaker
12. Seamstress
13. Bounty Hunter
14. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Scarlet Woman
5. Legion
6. Imp
7. No Dashii
8. Vortox
9. Gossip
10. Sweetheart
11. Sage
12. Choirboy
13. Tinker
14. Grandmother
15. Empath
16. Fortune Teller
17. Seamstress
18. King
19. Bounty Hunter
20. 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. **King**
   Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5. **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
7. **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.
8. **Empath**
   Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9. **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.
10. **Grandmother**
    Show the marked character token. Point to the marked player.
11. **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12. **Seamstress**
    The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
13. **Bounty Hunter**
    Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
14. **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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 **Legion**
Choose a player, that player dies.

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 **No Dashii**
The No Dashii points to a player. That player dies.

8 **Vortox**
The Vortox points to a player. That player dies.

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

10 **Sweetheart**
Choose a player that is drunk.

11 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

12 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

13 **Tinker**
The Tinker might die.

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

15 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

16 **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.

17 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

18 **King**
If there are more dead than living, show the King a character token of a living player.

19 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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