Grave Digging v1.0.0 *by Dandalf*

Fibbin Sentinel

TOWNSFOLK

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Fool
The first time you die, you don't.

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

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

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

OUTSIDER

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

Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

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

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

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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Marionette
6. Snake Charmer
7. Pixie
8. Amnesiac
9. D — Dawn

FABLED, JINXES & LORIC

FABLED

Fibbin
Once per game, 1 good player might get incorrect information.

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

RECOMMENDED TRAVELLERS

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Butcher
Each day, after the 1st execution, you may nominate again.

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Snake Charmer
4. Lunatic
5. Legion
6. Zombuul
7. Amnesiac
8. 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

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

Marionette

Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

6

Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

7

Pixie

Show the Pixie 1 in-play Townsfolk character token.

8

Amnesiac

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

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

3 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 **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.

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

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

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

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