# When the Seagulls Cry v1.0.0 *by OrderGoddess*

## TOWNSFOLK



### Chef
You start knowing how many pairs of evil players there are.



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



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



### 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.



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



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



### Pacifist
Executed good players might not die.



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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

## OUTSIDER



### Snitch
Minions start knowing 3 not-in-play characters.



### Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



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



### Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

## MINION



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



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



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

## DEMON



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



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



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snitch
5. Marionette
6. Snake Charmer
7. Devil's Advocate
8. Witch
9. Chef
10. Butler
11. Clockmaker
12. General
13. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Gambler
3. Snake Charmer
4. Monk
5. Devil's Advocate
6. Witch
7. Fang Gu
8. Vigormortis
9. Assassin
10. Sweetheart
11. Butler
12. General
13. 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. **Snitch**
   After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
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. **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
8. **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
9. **Chef**
   Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10. **Butler**
    The Butler points to a player. Mark that player as 'Master'.
11. **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
12. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

6 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **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.

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 **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.

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

11 **Butler**
The Butler points to a player. Mark that player as 'Master'.

12 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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