The Execution Of All Things v2.1.0 *by Scryptman*

Djinn

TOWNSFOLK



Cannibal

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Virgin

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



Alchemist

You have a not-in-play Minion ability.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Tea Lady

If both your alive neighbours are good, they can't die.



Professor

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Sailor

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

OUTSIDER



Saint

If you die by execution, your team loses.



Zealot

If there are 5 or more players alive, you must vote for every nomination.



Golem

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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.



Witch

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



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



Vortox

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

Quick Reference

The Execution Of All Things — by Scryptman

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Sailor
8. Preacher
9. Godfather
10. Evil Twin
11. Witch
12. Fearmonger
13. Huntsman
14. Damsel
15. D — Dawn

FABLED, JINXES & LORIC

Vortox & Banshee

If the Vortox kills the Banshee, all players learn that the Banshee has died.

Cannibal & Zealot

If the Cannibal gains the Zealot ability, the Cannibal learns this.

Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

Alchemist & Mastermind

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Poppy Grower
4. Sailor
5. Preacher
6. Witch
7. Fearmonger
8. Vortox
9. Godfather
10. Professor
11. Huntsman
12. Damsel
13. 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

The Execution Of All Things — by Scryptman

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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Alchemist**
Show the Alchemist a not-in-play Minion token

6  **Poppy Grower**
Do not inform the Demon/Minions who each other are

7  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

9  **Godfather**
Show each of the Outsider tokens in play.

10  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

11  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

12  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

13  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

14  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

Other Nights

The Execution Of All Things — by Scryptman

1. **Dusk**
   Start the Night Phase.
2. 
   Philosopher
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3. 
   Poppy Grower
   If the Poppy Grower has died, show the Minions/Demon who each other are.
4. 
   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.
5. 
   Preacher
   The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
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. 
   Fearmonger
   The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
8. 
   Vortox
   The Vortox points to a player. That player dies.
9. 
   Godfather
   If an Outsider died today: The Godfather points to a player. That player dies.
10. 
    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.
11. 
    Huntsman
    The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
12. 
    Damsel
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.