# The Voudon's Exequy v1.0.0 *by Flyingludicolo*

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.



### 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.



### Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Seamstress

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



### Fool

The first time you die, you don't.

## OUTSIDER



### Goon

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



### Mutant

If you are "mad" about being an Outsider, you might be executed.

## MINION



### Devil's Advocate

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



### 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



### Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### 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

*The Voudon's Exequy — by Flyingludicolo*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Devil's Advocate
6. Pixie
7. Seamstress
8. Chambermaid
9. D — Dawn

## FABLED, JINXES & LORIC

### FABLED



**Sentinel**

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

### RECOMMENDED TRAVELLERS



**Voudon**

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

## OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Devil's Advocate
4. Zombuul
5. Seamstress
6. Chambermaid
7. 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.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5.  **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
6.  **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
7.  **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.
8.  **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.
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 **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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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

5 **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.

6 **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.

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