Blood by the Christmas Tree v1.0.0 *by Sorbet_*

TOWNSFOLK



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



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



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



Pacifist
Executed good players might not die.



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



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



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



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



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

OUTSIDER



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



Saint
If you die by execution, your team loses.



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



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

MINION



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



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



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



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.

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. King
6. Poisoner
7. Courtier
8. Godfather
9. Evil Twin
10. Pixie
11. Damsel
12. Chef
13. Empath
14. Grandmother
15. Seamstress
16. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Courtier
5. Scarlet Woman
6. Imp
7. Shabaloth
8. Godfather
9. Sweetheart
10. Sage
11. Choirboy
12. Damsel
13. Grandmother
14. Empath
15. Seamstress
16. King
17. 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 
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 
King
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6 
Poisoner
The Poisoner points to a player. That player is poisoned.

7 
Courtier
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

8 
Godfather
Show each of the Outsider tokens in play.

9 
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.

10 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

11 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12 
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

13 
Empath
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

14 
Grandmother
Show the marked character token. Point to the marked player.

15 
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.

16 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  **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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

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  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

8  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

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

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

12  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

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

15  **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.

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

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