Sudden Death v1.0.1 *by Mofi*

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.

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

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

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]

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

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

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

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

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

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

OUTSIDER

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

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

Saint
If you die by execution, your team loses.

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION

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

Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

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.

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

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]

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

Sudden Death — by Mofi

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. King
6. Poisoner
7. Snake Charmer
8. Evil Twin
9. Pukka
10. Pixie
11. Huntsman
12. Damsel
13. Fortune Teller
14. Grandmother
15. Balloonist
16. Bounty Hunter
17. Cult Leader
18. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Snake Charmer
5. Pukka
6. Po
7. Fang Gu
8. No Dashii
9. Choirboy
10. Huntsman
11. Damsel
12. Grandmother
13. Fortune Teller
14. Balloonist
15. King
16. Bounty Hunter
17. Cult Leader
18. 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

Sudden Death — by Mofi

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		**Alchemist** Show the Alchemist a not-in-play Minion token
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		**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.
8		**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.
9		**Pukka** The Pukka points to a player. That player is poisoned.
10		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
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** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
13		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
14		**Grandmother** Show the marked character token. Point to the marked player.
15		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
16		**Bounty Hunter** Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
17		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Sudden Death — by Mofi

1 **Dusk**
Start the Night Phase.

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

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

4 **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.

5 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

6 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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 **No Dashii**
The No Dashii points to a player. That player dies.

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

10 **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.

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

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

13 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

14 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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

16 **Bounty Hunter**
If the known evil player has died, point to another evil player.

17 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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