Seasick v1.0.1 *by Key*

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



Town Crier
Each night*, you learn if a Minion nominated today.



Oracle
Each night*, you learn how many dead players are evil.



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



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



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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



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.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Saint
If you die by execution, your team loses.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



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



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.



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

DEMON



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.



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



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

Quick Reference

Seasick — by Key

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Courtier
6. Godfather
7. Devil's Advocate
8. Witch
9. Pukka
10. Amnesiac
11. Empath
12. Fortune Teller
13. Noble
14. Mathematician
15. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Courtier
4. Devil's Advocate
5. Witch
6. Scarlet Woman
7. Imp
8. Pukka
9. No Dashii
10. Vigormortis
11. Godfather
12. Amnesiac
13. Ravenkeeper
14. Empath
15. Fortune Teller
16. Town Crier
17. Oracle
18. Mathematician
19. 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

Seasick — by Key

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		**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.
6		**Godfather** Show each of the Outsider tokens in play.
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		**Pukka** The Pukka points to a player. That player is poisoned.
10		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		**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.
13		**Noble** Point to 3 players including one evil player, in no particular order.
14		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Seasick — by Key

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. **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.
4. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5. **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6. **Scarlet Woman**
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
7. **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.
8. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9. **No Dashii**
   The No Dashii points to a player. That player dies.
10. **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.
11. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
12. **Amnesiac**
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13. **Ravenkeeper**
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
14. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
15. **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.
16. **Town Crier**
    Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
17. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
18. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
19. **Dawn**
    Wait for a few seconds. End the Night Phase.