Empaths Aren't Real v1.0.0 *by The_AdLAD*

Storm Catcher Djinn

TOWNSFOLK



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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.



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



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



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



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

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



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



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

MINION



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



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.



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Pixie
6. Amnesiac
7. Empath
8. Fortune Teller
9. Clockmaker
10. Seamstress
11. Noble
12. Bounty Hunter
13. Spy
14. General
15. Dawn

FABLED, JINXES & LORIC

Spy & Ogre
The Spy registers as evil to the Ogre.

Recluse & Ogre
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

Legion & Summoner
If Legion is summoned, all evil players become Legion.

Recluse & Sage
The Recluse might register as the Demon to the Sage.

Summoner & Clockmaker
The Summoner registers as the Demon to the Clockmaker.

FABLED

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

LORIC

Storm Catcher
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Legion
4. Imp
5. No Dashii
6. Sage
7. Amnesiac
8. Empath
9. Fortune Teller
10. Oracle
11. Seamstress
12. Bounty Hunter
13. Spy
14. General
15. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. 
   Poisoner
   The Poisoner points to a player. That player is poisoned.
5. 
   Pixie
   Show the Pixie 1 in-play Townsfolk character token.
6. 
   Amnesiac
   Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7. 
   Empath
   Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8. 
   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.
9. 
   Clockmaker
   Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10. 
    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.
11. 
    Noble
    Point to 3 players including one evil player, in no particular order.
12. 
    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.
13. 
    Spy
    Show the Grimoire to the Spy for as long as they need.
14. 
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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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. 
   Legion
   Choose a player, that player dies.
4. 
   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.
5. 
   No Dashii
   The No Dashii points to a player. That player dies.
6. 
   Sage
   If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
7. 
   Amnesiac
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8. 
   Empath
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
9. 
   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.
10. 
    Oracle
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
11. 
    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.
12. 
    Bounty Hunter
    If the known evil player has died, point to another evil player.
13. 
    Spy
    Show the Grimoire to the Spy for as long as they need.
14. 
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.