Politically Inclined v1.0.0 *by Adam W*

Djinn

TOWNSFOLK



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



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



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



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Undertaker
Each night*, you learn which character died by execution today.

OUTSIDER



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Zealot
If there are 5 or more players alive, you must vote for every nomination.



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

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.



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.



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

DEMON



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



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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. King
5. Godfather
6. Devil's Advocate
7. Investigator
8. Seamstress
9. Noble
10. Bounty Hunter
11. Cult Leader
12. Spy
13. Dawn

FABLED, JINXES & LORIC

Legion & Zealot

The Zealot might register as evil to Legion.

Legion & Politician

The Politician might register as evil to Legion.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. Legion
4. Fang Gu
5. Vortox
6. Godfather
7. Gossip
8. Choirboy
9. Undertaker
10. Seamstress
11. King
12. Bounty Hunter
13. Cult Leader
14. Spy
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 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5  **Godfather**
Show each of the Outsider tokens in play.

6  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

8  **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.

9  **Noble**
Point to 3 players including one evil player, in no particular order.

10  **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.

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

12  **Spy**
Show the Grimoire to the Spy for as long as they need.

13 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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

3 **Legion**
Choose a player, that player dies.

4 **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.

5 **Vortox**
The Vortox points to a player. That player dies.

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

7 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

9 **Undertaker**
If a player was executed today: Show that player's character token.

10 **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.

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

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

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

14 **Spy**
Show the Grimoire to the Spy for as long as they need.

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