Take a Seat v1.0.0 *by Alex*

TOWNSFOLK



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



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



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



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.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



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.



Farmer
If you die at night, an alive good player becomes a Farmer.



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



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



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



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.



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



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Take a Seat — by Alex

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Marionette
6. Lleech
7. Devil's Advocate
8. Pixie
9. Chef
10. Empath
11. Dreamer
12. Seamstress
13. Noble
14. Cult Leader
15. Spy
16. D — Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Devil's Advocate
4. Legion
5. No Dashii
6. Lleech
7. Acrobat
8. Barber
9. Farmer
10. Empath
11. Dreamer
12. Town Crier
13. Seamstress
14. Cult Leader
15. Spy
16. D — 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

6  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

8  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

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

11  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12  **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.

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

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

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

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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

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

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

6 **Lleech**
The Lleech points to a player. That player dies.

7 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

8 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

9 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

11 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12 **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).

13 **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.

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

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

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