Written Law v2.1.0 *by Piranha*

Fibbin · Spirit of Ivory · Djinn

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.

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

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

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

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.

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

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

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

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

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

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

Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

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

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

MINION

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

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

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

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

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.

DEMON

Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. King
6. Marionette
7. Fearmonger
8. Pixie
9. Huntsman
10. Damsel
11. Butler
12. Nightwatchman
13. Cult Leader
14. General
15. Chambermaid
16. Dawn

FABLED, JINXES & LORIC

Butler & Organ Grinder

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED

Fibbin

Once per game, 1 good player might get incorrect information.

Spirit of Ivory

There can't be more than 1 extra evil player.

Djinn

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

RECOMMENDED TRAVELLERS

Butcher

Each day, after the 1st execution, you may nominate again.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

OTHER NIGHTS

1. Dusk
2. Fearmonger
3. Al-Hadikhia
4. Barber
5. Choirboy
6. Huntsman
7. Damsel
8. Town Crier
9. Oracle
10. King
11. Nightwatchman
12. Cult Leader
13. Butler
14. General
15. Chambermaid
16. 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 **Magician**

5 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6 **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.

7 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

9 **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.

10 **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11 **Butler**
The Butler points to a player. Mark that player as 'Master'.

12 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman 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 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

3 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

4 **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.

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

6 **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.

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

8 **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).

9 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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

11 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

13 **Butler**
The Butler points to a player. Mark that player as 'Master'.

14 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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