

TOWNSFOLK



Steward

You start knowing 1 good player.



Chef

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Seamstress

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



Artist

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



Empath

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



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.



Mathematician

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



Chambermaid

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



Town Crier

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



Sailor

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Ravenkeeper

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

OUTSIDER



Recluse

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



Mutant

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



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.



Sweetheart

When you die, 1 player is drunk from now on.

MINION



Baron

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



Poisoner

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



Marionette

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



Devil's Advocate

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

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townfolk neighbours are poisoned.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Lleeche

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

Patchwork ver 2.0.1 — by Nox Flos

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Sailor
- 5  Marionette
- 6  Lleech
- 7  Poisoner
- 8  Devil's Advocate
- 9  Pukka
- 10  Librarian
- 11  Chef
- 12  Empath
- 13  Fortune Teller
- 14  Seamstress
- 15  Chambermaid
- 16  Mathematician
- 17  Dawn

FABLED, JINXES & LORIC



Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.



Mathematician & Chambermaid

The Chambermaid can detect if the Mathematician will wake tonight.



Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Devil's Advocate
- 5  Pukka
- 6  No Dashii
- 7  Lleech
- 8  Sweetheart
- 9  Ravenkeeper
- 10  Empath
- 11  Fortune Teller
- 12  Town Crier
- 13  Seamstress
- 14  Chambermaid
- 15  Mathematician
- 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

Patchwork ver 2.0.1 — by Nox Flos

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		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		Poisoner The Poisoner points to a player. That player is poisoned.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Pukka The Pukka points to a player. That player is poisoned.
10		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		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.
14		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.
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		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Patchwork ver 2.0.1 — by Nox Flos

1		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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
6		No Dashii The No Dashii points to a player. That player dies.
7		Leech The Leech points to a player. That player dies.
8		Sweetheart Choose a player that is drunk.
9		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
10		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
11		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.
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		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.
15		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
16		Dawn Wait for a few seconds. End the Night Phase.