

TOWNSFOLK



Steward

You start knowing 1 good player.



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.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Acrobat

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Fisherman

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



Alchemist

You have a not-in-play Minion ability.



Cannibal

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



Farmer

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Pacifist

Executed good players might not die.

OUTSIDER



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Damsel

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



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.

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner

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



Devil's Advocate

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



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Yaggababble

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



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Legion

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



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

Six Fingered Shadow — by Ethan J

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  Poppy Grower
- 6  Lunatic
- 7  Preacher
- 8  Lleech
- 9  Poisoner
- 10  Godfather
- 11  Devil's Advocate
- 12  Pixie
- 13  Damsel
- 14  Empath
- 15  D Dawn

FABLED, JINXES & LORIC



Vizier & Alsaahir

The Storyteller doesn't declare the Vizier is in play.



Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.



Vizier & Preacher

If the Vizier loses their ability, they learn this, and cannot die during the day.

BOOTLEGGER RULES

| The Alchemist-Vizier might register as evil to their own ability.

FABLED



Djinn

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

LORIC



Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Preacher
- 4  Poisoner
- 5  Gambler
- 6  Devil's Advocate
- 7  Lunatic
- 8  Legion
- 9  Lleech
- 10  Godfather
- 11  Acrobat
- 12  Damsel
- 13  Farmer
- 14  Empath
- 15  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

Six Fingered Shadow — by Ethan J

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Poppy Grower Do not inform the Demon/Minions who each other are
6		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
8		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Poisoner The Poisoner points to a player. That player is poisoned.
10		Godfather Show each of the Outsider tokens in play.
11		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
12		Pixie Show the Pixie 1 in-play Townsfolk character token.
13		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
14		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Six Fingered Shadow — by Ethan J

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
8		Legion Choose a player, that player dies.
9		Lleech The Lleech points to a player. That player dies.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13		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.
14		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
15		Dawn Wait for a few seconds. End the Night Phase.