That's aTorable v1.0.0 *by shelter.*

Tor
Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Alchemist
You have a not-in-play Minion ability.



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



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

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



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

MINION



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.



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



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



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

That's aTorable — by shelter.

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Sailor
6. Preacher
7. Lleech
8. Poisoner
9. Snake Charmer
10. Devil's Advocate
11. Pukka
12. Chef
13. Clockmaker
14. Bounty Hunter
15. Dawn

FABLED, JINXES & LORIC

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED

Djinn

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

LORIC

Tor

Players don't know their character or alignment. They learn them when they die.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Preacher
4. Poisoner
5. Snake Charmer
6. Monk
7. Devil's Advocate
8. Scarlet Woman
9. Exorcist
10. Lycanthrope
11. Pukka
12. Fang Gu
13. Vigormortis
14. Lleech
15. Sweetheart
16. Bounty Hunter
17. 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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		**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.
7		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
8		**Poisoner** The Poisoner points to a player. That player is poisoned.
9		**Snake Charmer** The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
10		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
11		**Pukka** The Pukka points to a player. That player is poisoned.
12		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
13		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		**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.
15	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  **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  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

8  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

9  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

10  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

11  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

12  **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.

13  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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

15  **Sweetheart**
Choose a player that is drunk.

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

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