Find the Thrall v1.0.0 *by Alphyna (feat. mouaren)*

Djinn

TOWNSFOLK



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



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.



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



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



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



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



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Preacher
5. Lleech
6. Widow
7. Empath
8. Grandmother
9. Dreamer
10. Seamstress
11. Dawn

FABLED, JINXES & LORIC

Lleech & Slayer

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

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

BOOTLEGGER RULES

Llech ~~[illegible]~~KE

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Preacher
3. Monk
4. Lleech
5. Assassin
6. Acrobat
7. Moonchild
8. Grandmother
9. Empath
10. Dreamer
11. Seamstress
12. Juggler
13. 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  **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.

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

6  **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

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

8  **Grandmother**
Show the marked character token. Point to the marked player.

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

10  **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.

11 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  **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.

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

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

5  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

7  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

8  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

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

11  **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.

12  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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