Tao disregarded in world v1.3.0 *by Riu Kujou*

Spirit of Ivory Djinn

TOWNSFOLK



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



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



Oracle
Each night*, you learn how many dead players are evil.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



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

OUTSIDER



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



Tinker
You might die at any time.



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

MINION



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



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



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

DEMON



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



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Mezepheles
7. Pukka
8. Grandmother
9. Noble
10. Spy
11. Chambermaid
12. Mathematician
13. Dawn

FABLED, JINXES & LORIC

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

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

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

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

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

Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Gambler
5. Mezepheles
6. Exorcist
7. Pukka
8. Po
9. Assassin
10. Gossip
11. Tinker
12. Moonchild
13. Grandmother
14. Oracle
15. Spy
16. Chambermaid
17. Mathematician
18. 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  **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.

5  **Poisoner**
The Poisoner points to a player. That player is poisoned.

6  **Mezepheles**
Show the Mezepheles their secret word.

7  **Pukka**
The Pukka points to a player. That player is poisoned.

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

9  **Noble**
Point to 3 players including one evil player, in no particular order.

10  **Spy**
Show the Grimoire to the Spy for as long as they need.

11  **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.

12  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

13 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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

5 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

6 **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.

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

8 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

9 **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.

10 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

11 **Tinker**
The Tinker might die.

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

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

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

15 **Spy**
Show the Grimoire to the Spy for as long as they need.

16 **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.

17 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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