

TOWNSFOLK



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Grandmother

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



Librarian

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



Noble

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



Preacher

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



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.



Dreamer

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



Empath

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



Town Crier

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Artist

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



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Slayer

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDER



Moonchild

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



Sweetheart

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



Recluse

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



Lunatic

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



Tinker

You might die at any time.

MINION



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Poisoner

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



Godfather

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



Assassin

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

DEMON



Fang Gu

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

Quick Reference

FangGuverymuchv1.3 — by Thesolarslime

FIRST NIGHT

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- 3  Demon Info
- 4  Lunatic
- 5  Preacher
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- 7  Godfather
- 8  Amnesiac
- 9  Washerwoman
- 10  Librarian
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- 12  Grandmother
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- 16  Nightwatchman
- 17  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
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- 3  Poisoner
- 4  Monk
- 5  Pit-Hag
- 6  Lunatic
- 7  Exorcist
- 8  Fang Gu
- 9  Assassin
- 10  Godfather
- 11  Sweetheart
- 12  Amnesiac
- 13  Tinker
- 14  Moonchild
- 15  Grandmother
- 16  Empath
- 17  Dreamer
- 18  Town Crier
- 19  Balloonist
- 20  Nightwatchman
- 21  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		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		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.
5		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.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Godfather Show each of the Outsider tokens in play.
8		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
10		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		Grandmother Show the marked character token. Point to the marked player.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		Noble Point to 3 players including one evil player, in no particular order.
15		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
16		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		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		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
6		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.
7		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.
8		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.
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		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		Sweetheart Choose a player that is drunk.
12		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		Tinker The Tinker might die.
14		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
15		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
16		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
17		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
18		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).
19		Ballooning Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Ballooning's Seen reminder next to that character.
20		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
21		Dawn Wait for a few seconds. End the Night Phase.