The Public Library v1.0.0 *by Autumn*

Djinn

TOWNSFOLK



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



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



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



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



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



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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

OUTSIDER



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.



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



Saint
If you die by execution, your team loses.



Tinker
You might die at any time.

MINION



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



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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



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

DEMON



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



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Engineer
6. Investigator
7. Grandmother
8. Clockmaker
9. Noble
10. Spy
11. General
12. Leviathan
13. Dawn

FABLED, JINXES & LORIC

Vizier & Investigator

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

Leviathan & Grandmother

If the Leviathan is in play and the Grandchild dies by execution, evil wins.

Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Engineer
4. Legion
5. Gossip
6. Tinker
7. Grandmother
8. Town Crier
9. Juggler
10. Spy
11. General
12. Leviathan
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 **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

6 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

8 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12 **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4  **Legion**
Choose a player, that player dies.

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

6  **Tinker**
The Tinker might die.

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

8  **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).

9  **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.

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

11  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12  **Leviathan**
Change the Leviathan Day reminder for the next day.

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