GGs v1.0.0 *by max(well)*

TOWNSFOLK



Grandmother

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



Gambler

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



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.

OUTSIDER



Goon

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



Godfather

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



Goblin

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

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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Godfather
5. Grandmother
6. General
7. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Gambler
3. Fang Gu
4. Godfather
5. Gossip
6. Grandmother
7. General
8. 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  **Godfather**
Show each of the Outsider tokens in play.

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

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

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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

3 **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.

4 **Godfather**
If an Outsider died today: The Godfather points to 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 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

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