TOWNSFOLK

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

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

Knight
You start knowing 2 players that are not the Demon.

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

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

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

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

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

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

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

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

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

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

OUTSIDER

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

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

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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

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

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

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

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

DEMON

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

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. Philosopher
5. Poisoner
6. Godfather
7. Librarian
8. Grandmother
9. Seamstress
10. Noble
11. General
12. Dawn

FABLED, JINXES & LORIC

FABLED

Duchess
Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Monk
5. Pit-Hag
6. Exorcist
7. Po
8. Fang Gu
9. No Dashii
10. Vigormortis
11. Godfather
12. Gossip
13. Barber
14. Grandmother
15. Oracle
16. Seamstress
17. General
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		**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		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
8		**Grandmother** Show the marked character token. Point to the marked player.
9		**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.
10		**Noble** Point to 3 players including one evil player, in no particular order.
11		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12	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 **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 themself. 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 **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 **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

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 **No Dashii**
The No Dashii points to a player. That player dies.

10 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

11 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

13 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

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

16 **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.

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

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