

TOWNSFOLK



Steward

You start knowing 1 good player.



Knight

You start knowing 2 players that are not the Demon.



Noble

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



Investigator

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



Chef

You start knowing how many pairs of evil players there are.



Washerwoman

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



Clockmaker

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



Librarian

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



Grandmother

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Recluse

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



Drunk

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



Moonchild

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

MINION



Godfather

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Mezepheles

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



Marionette

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

DEMON



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

Start Knowing — by Jon Simantov

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  Marionette
- 6  Widow
- 7  Godfather
- 8  Mezepheles
- 9  Pixie
- 10  Washerwoman
- 11  Librarian
- 12  Investigator
- 13  Chef
- 14  Grandmother
- 15  Clockmaker
- 16  Noble
- 17  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Mezepheles
- 3  Shabaloth
- 4  Godfather
- 5  Professor
- 6  Moonchild
- 7  Grandmother
- 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

Start Knowing — by Jon Simantov

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		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5		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.
6		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
7		Godfather Show each of the Outsider tokens in play.
8		Mezepheles Show the Mezepheles their secret word.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
12		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
13		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
14		Grandmother Show the marked character token. Point to the marked player.
15		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
16		Noble Point to 3 players including one evil player, in no particular order.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Start Knowing — by Jon Simantov

- 1  **Dusk**
| Start the Night Phase.
- 2  **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.
- 3  **Shabaloth**
| One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
- 4  **Godfather**
| If an Outsider died today: The Godfather points to a player. That player dies.
- 5  **Professor**
| If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
- 6  **Moonchild**
| If the Moonchild used their ability to target a player today: If that player is good, they die.
- 7  **Grandmother**
| If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.