TOWNSFOLK

Chef

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

Noble

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

Savant

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

Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Dreamer

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

Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

OUTSIDER

Drunk

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

Lunatic

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

MINION

Spy

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

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.

DEMON

Legion

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

Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Lil' Monsta
6. Widow
7. Chef
8. Dreamer
9. Noble
10. Spy
11. Chambermaid
12. Mathematician
13. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Mathematician & Chambermaid
The Chambermaid can detect if the Mathematician will wake tonight.

Mathematician & Lunatic
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

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.

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

OTHER NIGHTS

1. Dusk
2. Lunatic
3. Legion
4. Lil' Monsta
5. Dreamer
6. Spy
7. Chambermaid
8. Mathematician
9. 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 **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 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

8 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

12 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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		**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.
3		**Legion** Choose a player, that player dies.
4		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
5		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
6		**Spy** Show the Grimoire to the Spy for as long as they need.
7		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
8		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
9	D	**Dawn** Wait for a few seconds. End the Night Phase.