World's Worst Script v1.4.0 *by Warden*

Hindu · Tor · Duchess · Fibbin · Djinn

TOWNSFOLK



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



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



Flowergirl
Each night*, you learn if a Demon voted today.



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



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Tea Lady
If both your alive neighbours are good, they can't die.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



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



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



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



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



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



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.



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



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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

World's Worst Script — by Warden

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poppy Grower
5. Magician
6. Lunatic
7. Sailor
8. Lil' Monsta
9. Poisoner
10. Widow
11. Fearmonger
12. Pukka
13. Pixie
14. Amnesiac
15. Bounty Hunter
16. Mathematician
17. D — Dawn

FABLED, JINXES & LORIC

Pit-Hag & Village Idiot
If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

Lil' Monsta & Magician
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

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

Pit-Hag & Goon
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

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

Lil' Monsta & Poppy Grower
If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Widow & Poppy Grower
If the Poppy Grower has their ability, the Widow does not see the Grimoire.

Pit-Hag & Politician
If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

Magician & Widow
When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

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.

Fibbin
Once per game, 1 good player might get incorrect information.

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

LORIC

Hindu
The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

Tor
Players don't know their character or alignment. They learn them when they die.

RECOMMENDED TRAVELLERS

Barista
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Cacklejack
Each day, choose a player: a different player changes character tonight.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Pit-Hag
6. Fearmonger
7. Lunatic
8. Imp
9. Pukka
10. Fang Gu
11. Vortox
12. Lil' Monsta
13. Professor
14. Amnesiac
15. Flowergirl
16. Bounty Hunter
17. Mathematician
18. D — Dawn



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Deviant

If you were funny today, you cannot die by exile.



Scapegoat

If a player of your alignment is executed, you might be executed instead.

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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **Magician**

6  **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.

7  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9  **Poisoner**
The Poisoner points to a player. That player is poisoned.

10  **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.

11  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

12  **Pukka**
The Pukka points to a player. That player is poisoned.

13  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

14  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

15  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

17 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  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

4  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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  **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7  **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.

8  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

9  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

10  **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.

11  **Vortox**
The Vortox points to a player. That player dies.

12  **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.

13  **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.

14  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

15  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

16  **Bounty Hunter**
If the known evil player has died, point to another evil player.

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

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