

TOWNSFOLK



Clockmaker

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



Shugenja

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Dreamer

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Oracle

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Alchemist

You have a not-in-play Minion ability.



Cannibal

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



Amnesiac

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



Tea Lady

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

OUTSIDER



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk

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



Politician

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Spy

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



Marionette

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



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

Side Eyes — by Cypherwyre

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Marionette
- 6  Preacher
- 7  Snake Charmer
- 8  Devil's Advocate
- 9  Damsel
- 10  Amnesiac
- 11  Empath
- 12  Clockmaker
- 13  Dreamer
- 14  Cult Leader
- 15  Spy
- 16  Dawn

FABLED, JINXES & LORIC

-  **Spy & Ogre**
The Spy registers as evil to the Ogre.
-  **Boffin & Ogre**
The Demon cannot have the Ogre ability.
-  **Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.
-  **Boffin & Drunk**
The Demon cannot have the Drunk ability.
-  **Alchemist & Spy**
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
-  **Boffin & Cult Leader**
If the Demon has the Cult Leader ability, they can't turn good due to this ability.
-  **Spy & Damsel**
If the Spy is (or has been) in play, the Damsel is poisoned.
-  **Boffin & Politician**
The Demon cannot have the Politician ability.
-  **Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

BOOTLEGGERS RULES

 The Ogre must choose 1 of their neighbours.

FABLED

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

LORIC

 **Bootlegger**
This script has homebrew characters or rules.

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Snake Charmer
- 4  Devil's Advocate
- 5  No Dashii
- 6  Damsel
- 7  Amnesiac
- 8  Empath
- 9  Dreamer
- 10  Oracle
- 11  Cult Leader
- 12  Spy
- 13  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

Side Eyes — by Cypherwyre

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		Alchemist Show the Alchemist a not-in-play Minion token
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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		Spy Show the Grimoire to the Spy for as long as they need.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Side Eyes — by Cypherwyre

1		Dusk Start the Night Phase.
2		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
3		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		No Dashii The No Dashii points to a player. That player dies.
6		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
7		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
11		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
12		Spy Show the Grimoire to the Spy for as long as they need.
13		Dawn Wait for a few seconds. End the Night Phase.