A Night Out v1.0.0 *by C.L.D*

Hell's Librarian · Djinn · Bootlegger · Gardener

TOWNSFOLK



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



Fool
The first time you die, you don't.



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

OUTSIDER



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



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



Mutant
If you are "mad" about being an Outsider, you might be executed.



Sweetheart
When you die, 1 player is drunk from now on.

MINION



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON



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



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



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Poisoner
6. Courtier
7. Witch
8. Chef
9. Fortune Teller
10. Grandmother
11. Dreamer
12. Dawn

FABLED, JINXES & LORIC

Scarlet Woman & Al-Hadikhia

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED

Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.

Djinn

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

LORIC

Bootlegger

This script has homebrew characters or rules.

Gardener

The Storyteller assigns all players' characters.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Courtier
5. Innkeeper
6. Gambler
7. Witch
8. Scarlet Woman
9. Imp
10. Vigormortis
11. Al-Hadikhia
12. Gossip
13. Acrobat
14. Sweetheart
15. Grandmother
16. Fortune Teller
17. Dreamer
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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
7		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
8		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
10		**Grandmother** Show the marked character token. Point to the marked player.
11		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **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.

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

4  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

7  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

8  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

9  **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.

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  **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

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

13  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

14  **Sweetheart**
Choose a player that is drunk.

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

16  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

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