

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.



Grandmother

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



Librarian

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



Shugenja

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Village Idiot

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



Snake Charmer

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



Oracle

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



Innkeeper

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



Professor

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fisherman

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



Minstrel

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Virgin

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

OUTSIDER



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.



Mutant

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



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.



Spy

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Scarlet Woman

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



Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMON



Yaggababble

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



Imp

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



Shabaloth

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

Blackjack Minus One — by seaplus

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Poisoner
- 5  Snake Charmer
- 6  Librarian
- 7  Chef
- 8  Grandmother
- 9  Noble
- 10  Spy
- 11  General
- 12  D Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

16 Players: 11 / 0 / 4 / 1
17 Players: 11 / 1 / 4 / 1
18 Players: 11 / 2 / 4 / 1
19 Players: 12 / 1 / 5 / 1
20 Players: 12 / 2 / 5 / 1

LORIC



Gardener

The Storyteller assigns all players' characters.



Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Innkeeper
- 4  Snake Charmer
- 5  Scarlet Woman
- 6  Imp
- 7  Shabalothe
- 8  Po
- 9  Assassin
- 10  Professor
- 11  Grandmother
- 12  Ravenkeeper
- 13  Oracle
- 14  Spy
- 15  General
- 16  D 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

Blackjack Minus One — by seaplus

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		Poisoner The Poisoner points to a player. That player is poisoned.
5		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.
6		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
7		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		Grandmother Show the marked character token. Point to the marked player.
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		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Blackjack Minus One — by seaplus

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		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.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		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.
7		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
8		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
9		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
10		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.
11		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
12		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
13		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16		Dawn Wait for a few seconds. End the Night Phase.