

TOWNSFOLK



Noble

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



Librarian

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



Sailor

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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.



Flowergirl

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Gossip

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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.



Pacifist

Executed good players might not die.

OUTSIDER



Goon

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



Drunk

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Devil's Advocate

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



Psychopath

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



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]

DEMON



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

Skellington Treacle — by eben

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **Philosopher**
- 5  **Sailor**
- 6  **Snake Charmer**
- 7  **Godfather**
- 8  **Devil's Advocate**
- 9  **Librarian**
- 10  **Dreamer**
- 11  **Noble**
- 12  **Balloonist**
- 13  **D** Dawn

FABLED, JINXES & LORIC



Summoner & Zombuul

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

BOOTLEGGER RULES

If a Zombuul that is registering as dead swaps characters with a living player, the living player dies.

If the Summoner selects the Goon, the Storyteller selects a player to become the Demon that night.

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  **D** Dusk
- 2  **Philosopher**
- 3  **Sailor**
- 4  **Snake Charmer**
- 5  **Devil's Advocate**
- 6  **Exorcist**
- 7  **Zombuul**
- 8  **Assassin**
- 9  **Godfather**
- 10  **Gossip**
- 11  **Barber**
- 12  **Moonchild**
- 13  **Ravenkeeper**
- 14  **Dreamer**
- 15  **Flowergirl**
- 16  **Balloonist**
- 17  **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

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- 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  **Philosopher**
| The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
- 5  **Sailor**
| The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
- 6  **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.
- 7  **Godfather**
| Show each of the Outsider tokens in play.
- 8  **Devil's Advocate**
| The Devil's Advocate points to a living player. That player survives execution tomorrow.
- 9  **Librarian**
| Show the character token of an Outsider in play. Point to two players, one of which is that character.
- 10  **Dreamer**
| The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
- 11  **Noble**
| Point to 3 players including one evil player, in no particular order.
- 12  **Balloonist**
| Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
- 13  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
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		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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
8		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.
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		Barber If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
12		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
13		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
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		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
17		Dawn Wait for a few seconds. End the Night Phase.