And the password is ... v1.0.0 *by Ginie*

Gardener Bootlegger Djinn

TOWNSFOLK



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



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



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



Knight
You start knowing 2 players that are not the Demon.



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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



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.



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

OUTSIDER



Snitch
Minions start knowing 3 not-in-play characters.



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



Tinker
You might die at any time.



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

MINION



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



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



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

DEMON



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



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

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FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Snitch
5. Witch
6. Mezepheles
7. Noble
8. General
9. Mathematician
10. (D) Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

FABLED

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

LORIC

Gardener
The Storyteller assigns all players' characters.

Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

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

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

OTHER NIGHTS

1. (D) Dusk
2. Innkeeper
3. Witch
4. Mezepheles
5. Shabaloth
6. No Dashii
7. Vigormortis
8. Sweetheart
9. Professor
10. Tinker
11. General
12. Mathematician
13. (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	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		**Snitch** After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
6		**Mezepheles** Show the Mezepheles their secret word.
7		**Noble** Point to 3 players including one evil player, in no particular order.
8		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
9		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
10	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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

4 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

6 **No Dashii**
The No Dashii points to a player. That player dies.

7 **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.

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

9 **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.

10 **Tinker**
The Tinker might die.

11 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

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