

TOWNSFOLK



Shugenja

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



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



General

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



Snake Charmer

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



Mathematician

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Artist

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Alchemist

You have a not-in-play Minion ability.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]

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.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Barber

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

MINION



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Marionette

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Imp

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



Vigormortis

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



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Alchemist Evil Twin Is a Better Investigator — by Josh, Selkanis, and Ash

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Alchemist
- 5  King
- 6  Marionette
- 7  Snake Charmer
- 8  Evil Twin
- 9  Pixie
- 10  General
- 11  Mathematician
- 12  D Dawn

FABLED, JINXES & LORIC

-  **Mathematician & Drunk**
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.
-  **Plague Doctor & Evil Twin**
If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.
-  **Mathematician & Marionette**
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.
-  **Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.
-  **Plague Doctor & Marionette**
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.
-  **Plague Doctor & Boondandy**
If the Storyteller would gain the Boondandy ability, a player becomes the Boondandy.

BOOTLEGGER RULES

 *Alc Evil Twin might be unaffected by Vortex.*

FABLED

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

LORIC

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

RECOMMENDED TRAVELLERS

-  **Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.
-  **Butcher**
Each day, after the 1st execution, you may nominate again.
-  **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.
-  **Judge**
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.
-  **Apprentice**
On your 1st night, you gain a Townfolk ability (if good), or a Minion ability (if evil).

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Monk
- 4  Legion
- 5  Imp
- 6  Vortex
- 7  Vigormortis
- 8  Barber
- 9  Choirboy
- 10  Town Crier
- 11  Oracle
- 12  Juggler
- 13  King
- 14  General
- 15  Mathematician
- 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

Alchemist Evil Twin Is a Better Investigator — by Josh Selkanis, and Ash

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		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.
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		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
11		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Alchemist Evil Twin Is a Better Investigator — by Josh, Selkanis, and Ash

1		Dusk Start the Night Phase.
2		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.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		Legion Choose a player, that player dies.
5		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.
6		Vortex The Vortex 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		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.
9		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
10		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
11		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
13		King If there are more dead than living, show the King a character token of a living player.
14		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
16		Dawn Wait for a few seconds. End the Night Phase.