# There Is An Amnesiac On This Script v1.0.0 by ZK.

Djinn

## TOWNSFOLK



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



**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.



**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.



**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.



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



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



**Nightwatchman**
Once per game, at night, choose a player: they learn who you are.



**Cannibal**
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



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



**Amnesiac**
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

## OUTSIDER



**Ogre**
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



**Lunatic**
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



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

## MINION



**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.



**Fearmonger**
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



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

## DEMON



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



**Kazali**
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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

# Quick Reference

*There Is An Amnesiac On This Script — by ZK.*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Poisoner
6. Snake Charmer
7. Witch
8. Fearmonger
9. Amnesiac
10. Librarian
11. Fortune Teller
12. Dreamer
13. Nightwatchman
14. Dawn

## FABLED, JINXES & LORIC

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

**Boffin & Ogre**
The Demon cannot have the Ogre ability.

**Boffin & Drunk**
The Demon cannot have the Drunk ability.

### FABLED

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Snake Charmer
5. Witch
6. Fearmonger
7. Lunatic
8. Imp
9. Po
10. Amnesiac
11. Ravenkeeper
12. Fortune Teller
13. Dreamer
14. Nightwatchman
15. 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

*There Is An Amnesiac On This Script — by ZK.*

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  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

5  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

9  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

10  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

11  **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.

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

13  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

# Other Nights

*There Is An Amnesiac On This Script — by ZK.*

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

6 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

8 **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.

9 **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

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

12 **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.

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

14 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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