

TOWNSFOLK



Investigator

You start knowing that 1 of 2 players is a particular Minion.



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.



Exorcist

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Philosopher

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



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.



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Soldier

You are safe from the Demon.



Alchemist

You have a not-in-play Minion ability.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Moonchild

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



Saint

If you die by execution, your team loses.



Barber

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Assassin

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



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



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)



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Shabaloth

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



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

Super Balanced Script — by erik

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Alchemist**
- 6  **Poppy Grower**
- 7  **Engineer**
- 8  **Poisoner**
- 9  **Snake Charmer**
- 10  **Damsel**
- 11  **Investigator**
- 12  **General**
- 13  **Dawn**

FABLED, JINXES & LORIC

-  **Vizier & Alsaahir**
The Storyteller doesn't declare the Vizier is in play.
-  **Al-Hadikhia & Princess**
If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.
-  **Alchemist & Summoner**
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]
-  **Vizier & Investigator**
The Storyteller doesn't declare the Vizier is in play.
-  **Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.
-  **Summoner & Engineer**
If the living Summoner is removed from play, the Storyteller has the Summoner ability.
-  **Summoner & Poppy Grower**
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.
-  **Scarlet Woman & Al-Hadikhia**
If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED

-  **Duchess**
Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.
-  **Doomsayer**
If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.
-  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

RECOMMENDED TRAVELLERS

-  **Cacklejack**
Each day, choose a player: a different player changes character tonight.
-  **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 Townsfolk ability (if good), or a Minion ability (if evil).
-  **Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.
-  **Scapegoat**
If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Poppy Grower**
- 4  **Engineer**
- 5  **Poisoner**
- 6  **Snake Charmer**
- 7  **Scarlet Woman**
- 8  **Exorcist**
- 9  **Lycanthrope**
- 10  **Shabaloth**
- 11  **Al-Hadikhia**
- 12  **Assassin**
- 13  **Barber**
- 14  **Professor**
- 15  **Damsel**
- 16  **Moonchild**
- 17  **General**
- 18  **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

Super Balanced Script — by erik

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		Alchemist Show the Alchemist a not-in-play Minion token
6		Poppy Grower Do not inform the Demon/Minions who each other are
7		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		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.
10		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Super Balanced Script — by erik

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		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
4		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
5		Poisoner The previously poisoned player is no longer poisoned. 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		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
8		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.
9		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
10		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
11		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
12		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.
13		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.
14		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.
15		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
16		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
17		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18		Dawn Wait for a few seconds. End the Night Phase.