

TOWNSFOLK



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Artist

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



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.



Alchemist

You have a not-in-play Minion ability.



Cannibal

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



Amnesiac

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



Farmer

If you die at night, an alive good player becomes a Farmer.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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



Tinker

You might die at any time.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Psychopath

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



Wizard

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



Marionette

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Boffin

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

DEMON



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.

Quick Reference

Chatterbox by Paul — by Paul

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Marionette**
- 6  **Amnesiac**
- 7  **Cult Leader**
- 8  **Dawn**

FABLED, JINXES & LORIC

-  **Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.
-  **Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.
-  **Boffin & Cult Leader**
If the Demon has the Cult Leader ability, they can't turn good due to this ability.
-  **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.

BOOTLEGGER RULES

Each player starts knowing a secret phrase
A player may attempt one private consult ability per day (Artist, Savant, Amnesiac, Fisherman, Puzzlemaster, Wizard). The storyteller informs them if they have that ability or not, and the player must use the ability if they have it.
The alchemist does not learn what minion ability they received
The boffin and demon do not learn what character's ability the demon received.
The demon does not learn the marionette.
The marionette learns the character they think they are when they die.
If the plague doctor gives a minion the scarlet woman ability, they only learn that something has changed.
If the cult leader would change alignment the first night, the cult leader is not informed of this change.

FABLED

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

LORIC

-  **Tor**
Players don't know their character or alignment. They learn them when they die.
-  **Bootlegger**
This script has homebrew characters or rules.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Scarlet Woman**
- 3  **Amnesiac**
- 4  **Farmer**
- 5  **Tinker**
- 6  **Ravenkeeper**
- 7  **Cult Leader**
- 8  **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

Chatterbox by Paul — by Paul

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		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.
6		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **Scarlet Woman**
| If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
- 3  **Amnesiac**
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 4  **Farmer**
| If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
- 5  **Tinker**
| The Tinker might die.
- 6  **Ravenkeeper**
| If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
- 7  **Cult Leader**
| If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.