

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



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.



Mathematician

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



Dreamer

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.



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.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Cannibal

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



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

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.



Moonchild

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



Mutant

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Psychopath

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



Xaan

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



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Vigormortis

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

Quick Reference

Deadly Vigour — by Stephen

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  Godfather
- 6  Devil's Advocate
- 7  Investigator
- 8  Chef
- 9  Dreamer
- 10  Seamstress
- 11  General
- 12  Mathematician
- 13  D Dawn

FABLED, JINXES & LORIC



Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

BOOTLEGGER RULES

The Ferryman might be activated before the final day. The Ferryman can only activate once per game.

FABLED



Ferryman

On the final day, all dead players regain their vote token.



Djinn

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

LORIC



Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

- 1  Dusk
- 2  Devil's Advocate
- 3  Lycanthrope
- 4  Vigormortis
- 5  Godfather
- 6  Acrobat
- 7  Professor
- 8  Moonchild
- 9  Dreamer
- 10  Seamstress
- 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

Deadly Vigour — by Stephen

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		Magician
5		Godfather Show each of the Outsider tokens in play.
6		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
8		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Deadly Vigour — by Stephen

1		Dusk Start the Night Phase.
2		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
3		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
4		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.
5		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
6		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
7		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.
8		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
9		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
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		Dawn Wait for a few seconds. End the Night Phase.