

## TOWNSFOLK



### Innkeeper

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



### Acrobat

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



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### 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.



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



### Nightwatchman

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



### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Philosopher

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



### Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Alchemist

You have a not-in-play Minion ability.



### Amnesiac

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

## OUTSIDER



### Drunk

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



### Sweetheart

When you die, 1 player is drunk from now on.



### 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.



### Plague Doctor

When you die, the Storyteller gains a Minion ability.

## MINION



### Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### Psychopath

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



### Godfather

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



### Assassin

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

## DEMON



### Vigormortis

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



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

# Quick Reference

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## FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Alchemist**
- 6  **Sailor**
- 7  **Preacher**
- 8  **Courtier**
- 9  **Snake Charmer**
- 10  **Godfather**
- 11  **Witch**
- 12  **Pukka**
- 13  **Amnesiac**
- 14  **Nightwatchman**
- 15  **Mathematician**
- 16  **Dawn**

## FABLED, JINXES & LORIC

-  **C Mathematician & chambermaid**  
The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.
-  **L Mathematician & lunatic**  
The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.
-  **E Plague Doctor & eviltwin**  
The Storyteller cannot gain the Evil Twin ability if the Plague Doctor dies.
-  **F Plague Doctor & fearmonger**  
If the Plague Doctor dies, a living Minion gains the Fearmonger ability in addition to their own ability, and learns this.
-  **G Plague Doctor & goblin**  
If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.
-  **S Plague Doctor & spy**  
If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.
-  **S Plague Doctor & scarletwoman**  
If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.
-  **B Plague Doctor & boomdandy**  
If the Plague Doctor is executed and the Storyteller would gain the Boomdandy ability, the Boomdandy ability triggers immediately.
-  **B Plague Doctor & baron**  
If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.
-  **M Plague Doctor & marionette**  
If the Demon has a neighbor who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.
-  **Mathematician & Drunk**  
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

### FABLED

-  **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  **Philosopher**
- 3  **Sailor**
- 4  **Preacher**
- 5  **Courtier**
- 6  **Innkeeper**
- 7  **Gambler**
- 8  **Snake Charmer**
- 9  **Witch**
- 10  **Pukka**
- 11  **Fang Gu**
- 12  **Vigormortis**
- 13  **Assassin**
- 14  **Godfather**
- 15  **Gossip**
- 16  **Acrobat**
- 17  **Sweetheart**
- 18  **Amnesiac**
- 19  **Nightwatchman**
- 20  **Mathematician**
- 21  **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

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                  |
|----|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                          |
| 2  |    | <b>Minion Info</b><br>  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  |    | <b>Demon Info</b><br>  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  |    | <b>Philosopher</b><br>  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  |    | <b>Alchemist</b><br>  Show the Alchemist a not-in-play Minion token                                                                                                                                                                                                                                                              |
| 6  |    | <b>Sailor</b><br>  The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                      |
| 7  |    | <b>Preacher</b><br>  The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.                                                                                                                                                          |
| 8  |    | <b>Courtier</b><br>  The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.                                                                                                                                |
| 9  |    | <b>Snake Charmer</b><br>  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 |   | <b>Godfather</b><br>  Show each of the Outsider tokens in play.                                                                                                                                                                                                                                                                  |
| 11 |  | <b>Witch</b><br>  The Witch points to a player. If that player nominates tomorrow they die immediately.                                                                                                                                                                                                                          |
| 12 |  | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned.                                                                                                                                                                                                                                                         |
| 13 |  | <b>Amnesiac</b><br>  Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                       |
| 14 |  | <b>Nightwatchman</b><br>  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 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                                                                                                                                                     |
| 16 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                    |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                 |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                         |
| 2  |    | <b>Philosopher</b><br>  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  |    | <b>Sailor</b><br>  The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.                                                                                                                                                                                                                     |
| 4  |    | <b>Preacher</b><br>  The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.                                                                                                                                                                                                         |
| 5  |    | <b>Courtier</b><br>  Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.                                                            |
| 6  |    | <b>Innkeeper</b><br>  The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.                                                                                                                                                                                                            |
| 7  |    | <b>Gambler</b><br>  The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.                                                                                                                                                                                                                                                             |
| 8  |    | <b>Snake Charmer</b><br>  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.                                                                                                                     |
| 9  |   | <b>Witch</b><br>  If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.                                                                                                                                                                                                                                   |
| 10 |  | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned. The previously poisoned player dies.                                                                                                                                                                                                                                                                   |
| 11 |  | <b>Fang Gu</b><br>  The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign. |
| 12 |  | <b>Vigormortis</b><br>  The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.                                                                                                                                                                                                           |
| 13 |  | <b>Assassin</b><br>  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.                                                                                                                                                                                                                   |
| 14 |  | <b>Godfather</b><br>  If an Outsider died today: The Godfather points to a player. That player dies.                                                                                                                                                                                                                                                                            |
| 15 |  | <b>Gossip</b><br>  If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.                                                                                                                                                                                                                                               |
| 16 |  | <b>Acrobat</b><br>  If a good living neighbour is drunk or poisoned, the Acrobat player dies.                                                                                                                                                                                                                                                                                   |
| 17 |  | <b>Sweetheart</b><br>  Choose a player that is drunk.                                                                                                                                                                                                                                                                                                                           |
| 18 |  | <b>Amnesiac</b><br>  If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.                                                                                                                                                                                                                                                            |
| 19 |  | <b>Nightwatchman</b><br>  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.                                                                                                                                                                           |
| 20 |  | <b>Mathematician</b><br>  Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.                                                                                                                                                                                                                                    |
| 21 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                   |