

TOWNSFOLK



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



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.



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.



Cult Leader

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



Town Crier

Each night*, you learn if a Minion nominated today.



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.



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.



Artist

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



Princess

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



Amnesiac

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

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Tinker

You might die at any time.



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.

MINION



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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.



Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMON



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [-1 Minion]



Shabaloth

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

A Working Goose — by Dominic

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Lil' Monsta
- 6  Widow
- 7  Evil Twin
- 8  Amnesiac
- 9  Empath
- 10  Fortune Teller
- 11  Dreamer
- 12  Cult Leader
- 13  Mathematician
- 14  D Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

Once per game if all players agree to a new rule the Storyteller might implement it.

FABLED



Fibbin

Once per game, 1 good player might get incorrect information.



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.



Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.



Deus ex Fiasco

At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.

LORIC



Zenomancer

One or more players each have a goal. When achieved, that player learns a piece of true info.



Pope

There are duplicate good characters in play. They might also be bluffs.



Knaves

There are 2 Storytellers: one lies & one tells the truth. Once per game, at dusk, they might switch.



Tor

Players don't know their character or alignment. They learn them when they die.



Bootlegger

This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.



Apprentice

On your 1st night, you gain a Townfolk ability (if good), or a Minion ability (if evil).



Deviant

If you were funny today, you cannot die by exile.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Lycanthrope
- 4  Zombuul
- 5  Shabaloth
- 6  Lil' Monsta
- 7  Acrobat
- 8  Sweetheart
- 9  Professor
- 10  Amnesiac
- 11  Tinker
- 12  Empath
- 13  Fortune Teller
- 14  Dreamer
- 15  Town Crier
- 16  Cult Leader
- 17  Mathematician
- 18  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

A Working Goose — by Dominic

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		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
7		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
8		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		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.
11		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

A Working Goose — by Dominic

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		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
4		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
5		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
6		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
7		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
8		Sweetheart Choose a player that is drunk.
9		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.
10		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		Tinker The Tinker might die.
12		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
13		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.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
16		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
17		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
18		Dawn Wait for a few seconds. End the Night Phase.