The worst script v1.0.0 *by Khinoe*

Djinn

TOWNSFOLK

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

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

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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

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

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

Soldier
You are safe from the Demon.

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.

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

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

OUTSIDER

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

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

Snitch
Minions start knowing 3 not-in-play characters.

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

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.

Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

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

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

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

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

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

Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

The worst script — by Khinoe

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Magician
6. Snitch
7. Marionette
8. Preacher
9. Widow
10. Damsel
11. Investigator
12. Butler
13. Spy
14. Leviathan
15. D — Dawn

FABLED, JINXES & LORIC

Magician & Vizier
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

Alchemist & Organ Grinder
If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

Butler & Organ Grinder
If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

Vizier & Investigator
The Storyteller doesn't declare the Vizier is in play.

Riot & Monk
If Riot nominates and executes the Monk-protected player, good wins.

Leviathan & Monk
If the Leviathan nominates and executes the Monk-protected player, good wins.

Riot & Ravenkeeper
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Leviathan & Ravenkeeper
Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot & Soldier
If Riot nominates and executes the Soldier, good wins.

Leviathan & Soldier
If the Leviathan nominates and executes the Soldier, good wins.

Riot & Mayor
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

Leviathan & Mayor
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Cannibal & Butler
If the Cannibal gains the Butler ability, the Cannibal learns this.

Heretic & Spy
Only 1 jinxed character can be in play.

Alchemist & Spy
An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

Magician & Spy
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Riot & Innkeeper
If Riot nominates and executes an Innkeeper-protected player, good wins.

Leviathan & Innkeeper
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

Riot & Sage
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Leviathan & Sage
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Innkeeper
4. Monk
5. Pit-Hag
6. Sage
7. Damsel
8. Farmer
9. Ravenkeeper
10. Butler
11. Spy
12. Leviathan
13. D — Dawn

Leviathan & Pit-Hag

The Leviathan cannot enter play after day 5.

Heretic & Pit-Hag

Only 1 jinxed character can be in play.

Riot & Farmer

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Leviathan & Farmer

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Vizier & Preacher

If the Vizier loses their ability, they learn this, and cannot die during the day.

Widow & Damsel

If the Widow is (or has been) in play, the Damsel is poisoned.

Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

Heretic & Widow

Only 1 jinxed character can be in play.

Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

FABLED

Djinn

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

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

The worst script — by Khinoe

1 D **Dusk**
Start the Night Phase.

2 M **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 D **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 **Magician**

6 **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

7 **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.

8 **Preacher**
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.

9 **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.

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 **Butler**
The Butler points to a player. Mark that player as 'Master'.

13 **Spy**
Show the Grimoire to the Spy for as long as they need.

14 **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

15 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

The worst script — by Khinoe

1 D **Dusk**
Start the Night Phase.

2 **Preacher**
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.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

7 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

8 **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.

9 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

10 **Butler**
The Butler points to a player. Mark that player as 'Master'.

11 **Spy**
Show the Grimoire to the Spy for as long as they need.

12 **Leviathan**
Change the Leviathan Day reminder for the next day.

13 D **Dawn**
Wait for a few seconds. End the Night Phase.