

TOWNSFOLK



Chef

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



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Dreamer

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



Undertaker

Each night*, you learn which character died by execution today.



Savant

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



Nightwatchman

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



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.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Banshee

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Xaan

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



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

Lost And Found — by Kinky Joe

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Poppy Grower**
- 6  **Lunatic**
- 7  **Lleech**
- 8  **Poisoner**
- 9  **Cerenovus**
- 10  **Pixie**
- 11  **Chef**
- 12  **Empath**
- 13  **Dreamer**
- 14  **Nightwatchman**
- 15  **Dawn**

FABLED, JINXES & LORIC

-  **Boffin & Ogre**
The Demon cannot have the Ogre ability.
-  **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.
-  **Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.
-  **Plague Doctor & Boondandy**
If the Storyteller would gain the Boondandy ability, a player becomes the Boondandy.

BOOTLEGGER RULES

If a Poppygrower is in play, the Kazali chosen minions think they are good players until the Poppygrower dies. The Kazali wakes to choose for minion abilities if applicable.

If the Lleech host dies and the Scarlet Woman would become the demon, they instead become the new Lleech host and the Lleech does not die.

If the Kazali chooses Xaan during setup, they might be asked to choose again.

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  **Poppy Grower**
- 4  **Poisoner**
- 5  **Cerenovus**
- 6  **Scarlet Woman**
- 7  **Lunatic**
- 8  **Lleech**
- 9  **Empath**
- 10  **Undertaker**
- 11  **Dreamer**
- 12  **Nightwatchman**
- 13  **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		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		Poppy Grower Do not inform the Demon/Minions who each other are
6		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
7		Lleech The Lleech points to a player. Place the Poisoned reminder token.
8		Poisoner The Poisoner points to a player. That player is poisoned.
9		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
10		Pixie Show the Pixie 1 in-play Townsfolk character token.
11		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		Nightwatchman 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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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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		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
6		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
7		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
8		Lleech The Lleech points to a player. That player dies.
9		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
10		Undertaker If a player was executed today: Show that player's character token.
11		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		Nightwatchman 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.
13		Dawn Wait for a few seconds. End the Night Phase.