

TOWNSFOLK



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Sailor

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Dreamer

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



Gambler

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



Savant

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



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.



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.



Amnesiac

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



Sage

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

OUTSIDER



Hermit

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



Drunk

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



Tinker

You might die at any time.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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.



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



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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

Day of the Dead — by Sam

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Sailor**
- 6  **Lleech**
- 7  **Witch**
- 8  **Amnesiac**
- 9  **Grandmother**
- 10  **Dreamer**
- 11  **Balloonist**
- 12  **Dawn**

FABLED, JINXES & LORIC

-  **Boffin & Village Idiot**
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.
-  **Alchemist & Boffin**
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.
-  **Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.
-  **Boffin & Drunk**
The Demon cannot have the Drunk ability.
-  **Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.
- BOOTLEGGER RULES**
| *The Hermit may nominate more than once per game.*
- FABLED**
-  **Sentinel**
There might be 1 extra or 1 fewer Outsider in play.
-  **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  **Sailor**
- 3  **Gambler**
- 4  **Witch**
- 5  **Scarlet Woman**
- 6  **Lleech**
- 7  **Sage**
- 8  **Amnesiac**
- 9  **Tinker**
- 10  **Grandmother**
- 11  **Dreamer**
- 12  **Balloonist**
- 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

Day of the Dead — by Sam

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Lleech The Lleech points to a player. Place the Poisoned reminder token.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
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		Grandmother Show the marked character token. Point to the marked player.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Day of the Dead — by Sam

1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		Leech The Leech points to a player. That player dies.
7		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
8		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Tinker The Tinker might die.
10		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
11		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
13		Dawn Wait for a few seconds. End the Night Phase.