

There Is Nothing Wrong With This Script. v1.0.0 by Guggie

TOWNSFOLK



Steward

You start knowing 1 good player.



Pixie

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



Chef

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



Amnesiac

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



Savant

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



Undertaker

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



Nightwatchman

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Artist

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



Dreamer

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



Empath

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



Fisherman

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



Gambler

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



Oracle

Each night*, you learn how many dead players are evil.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Balloonist

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Philosopher

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Butler

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



Klutz

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



Snitch

Minions start knowing 3 not-in-play characters.



Mutant

If you are "mad" about being an Outsider, you might be executed.



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.

DEMON



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Snitch
- 6  King
- 7  Pixie
- 8  Amnesiac
- 9  Chef
- 10  Empath
- 11  Butler
- 12  Dreamer
- 13  Seamstress
- 14  Balloonist
- 15  Nightwatchman
- 16  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Gambler
- 4  Legion
- 5  Amnesiac
- 6  Empath
- 7  Undertaker
- 8  Dreamer
- 9  Oracle
- 10  Seamstress
- 11  Juggler
- 12  Balloonist
- 13  King
- 14  Nightwatchman
- 15  Butler
- 16  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		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.
6		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
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		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		Butler The Butler points to a player. Mark that player as 'Master'.
12		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
14		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.
15		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.
16		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		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Legion Choose a player, that player dies.
5		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
6		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
7		Undertaker If a player was executed today: Show that player's character token.
8		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
10		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
11		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
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		King If there are more dead than living, show the King a character token of a living player.
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		Butler The Butler points to a player. Mark that player as 'Master'.
16		Dawn Wait for a few seconds. End the Night Phase.