

TOWNSFOLK



Empath

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



Sailor

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



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Flowergirl

Each night*, you learn if a Demon voted today.



Town Crier

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



Monk

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Nightwatchman

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Juggler

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



Alchemist

You have a not-in-play Minion ability.



Mayor

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

OUTSIDER



Lunatic

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



Tinker

You might die at any time.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Saint

If you die by execution, your team loses.

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Xaan

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



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Shabaloth

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



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

Unconscious Incompetence — by Solid

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **A** Alchemist
- 5  **L** Lunatic
- 6  **S** Sailor
- 7  **G** Godfather
- 8  **W** Witch
- 9  **E** Empath
- 10  **N** Nightwatchman
- 11  **M** Mathematician
- 12  **D** Dawn

FABLED, JINXES & LORIC



Alchemist & Summoner

The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]



Summoner & Lord of Typhon

If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.



Mathematician & Lunatic

The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

BOOTLEGGER RULES

There are no Djinn rules.

On the first night, at the start of the night order, all players learn a player and their role. X players receive incorrect information. [X Outsiders].

If a player chooses someone that they cannot legally pick they are drunk until dusk and are not asked to pick someone else.

All evil aligned minion roles cannot pick the demon with their ability.

The demon does not learn who the Lunatic picks at night.

Skip night one information for the following roles: Lord of Typhon, Alchemist, Lunatic, Summoner and Alchemist-Summoner.

FABLED



Djinn

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

LORIC



Tor

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



Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

- 1  **D** Dusk
- 2  **S** Sailor
- 3  **M** Monk
- 4  **W** Witch
- 5  **L** Lunatic
- 6  **L** Lycanthrope
- 7  **S** Shabaloth
- 8  **N** No Dashii
- 9  **A** Assassin
- 10  **G** Godfather
- 11  **P** Professor
- 12  **T** Tinker
- 13  **E** Empath
- 14  **F** Flowergirl
- 15  **T** Town Crier
- 16  **J** Juggler
- 17  **N** Nightwatchman
- 18  **M** Mathematician
- 19  **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

Unconscious Incompetence — by Solid

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		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.
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		Godfather Show each of the Outsider tokens in play.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		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.
11		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Unconscious Incompetence — by Solid

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		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
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		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.
6		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
7		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
8		No Dashii The No Dashii points to a player. That player dies.
9		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
10		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
11		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.
12		Tinker The Tinker might die.
13		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
14		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
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		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.
17		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.
18		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
19		Dawn Wait for a few seconds. End the Night Phase.