

TOWNSFOLK



Steward

You start knowing 1 good player.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Washerwoman

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



Pixie

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Undertaker

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



Fisherman

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



Seamstress

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



Farmer

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



Ravenkeeper

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



Magician

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

OUTSIDER



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.



Damsel

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



Recluse

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



Drunk

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

MINION



Witch

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



Spy

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



Cerenovus

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



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

The A+ Team — by AlejoFBlack, Script Notes

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Magician
- 5  Snitch
- 6  Snake Charmer
- 7  Witch
- 8  Cerenovus
- 9  Fearmonger
- 10  Pixie
- 11  Damsel
- 12  Washerwoman
- 13  Fortune Teller
- 14  Butler
- 15  Seamstress
- 16  Noble
- 17  Spy
- 18  General
- 19  Dawn

FABLED, JINXES & LORIC

-  **Magician & Spy**
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-  **Spy & Damsel**
If the Spy is (or has been) in play, the Damsel is poisoned.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Witch
- 4  Cerenovus
- 5  Fearmonger
- 6  Imp
- 7  Fang Gu
- 8  Vigormortis
- 9  Damsel
- 10  Farmer
- 11  Ravenkeeper
- 12  Fortune Teller
- 13  Undertaker
- 14  Seamstress
- 15  Butler
- 16  Spy
- 17  General
- 18  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

The A+ Team — by AlejoFBlack, Script Notes

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		Magician
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		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
8		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.
9		Fearmonger The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
10		Pixie Show the Pixie 1 in-play Townsfolk character token.
11		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
12		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
13		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
14		Butler The Butler points to a player. Mark that player as 'Master'.
15		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.
16		Noble Point to 3 players including one evil player, in no particular order.
17		Spy Show the Grimoire to the Spy for as long as they need.
18		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
19		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

The A+ Team — by AlejoFBlack, Script Notes

1		Dusk Start the Night Phase.
2		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
3		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
4		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.
5		Fearmonger The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
6		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
7		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
8		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
10		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.
11		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
13		Undertaker If a player was executed today: Show that player's character token.
14		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.
15		Butler The Butler points to a player. Mark that player as 'Master'.
16		Spy Show the Grimoire to the Spy for as long as they need.
17		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18		Dawn Wait for a few seconds. End the Night Phase.