

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.



Sailor

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



Village Idiot

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



Gambler

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



Seamstress

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

OUTSIDER



Lunatic

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



Recluse

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

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.

DEMON



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Whack-a-Role — by Zyrain

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Lunatic
- 5  Sailor
- 6  Godfather
- 7  Witch
- 8  Pixie
- 9  Seamstress
- 10  D Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

For all rules including end-game conditions, notifications, and nominations, treat travelers as regular players.
If a demon dies, a minion can become the demon (Hindu optional rule).
A traveler death can trigger the Hindu.
A player can trigger the Hindu more than once.
Only daytime Hindu changes are public, but which traveler they become is not announced.
A traveler that dies and becomes the same traveler isn't told they died.

LORIC



Hindu

The first 4 players to die are immediately reincarnated as Travellers of the same alignment.



Bootlegger

This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Cacklejack

Each day, choose a player: a different player changes character tonight.



Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.



Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Gambler
- 4  Witch
- 5  Lunatic
- 6  Legion
- 7  Po
- 8  Godfather
- 9  Seamstress
- 10  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

Whack-a-Role — by Zyrain

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		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.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Godfather Show each of the Outsider tokens in play.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Pixie Show the Pixie 1 in-play Townsfolk character token.
9		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.
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Whack-a-Role — by Zyrain

- 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  **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  **Legion**
| Choose a player, that player dies.
- 7  **Po**
| If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
- 8  **Godfather**
| If an Outsider died today: The Godfather points to a player. That player dies.
- 9  **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.
- 10  **Dawn**
| Wait for a few seconds. End the Night Phase.