

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Pixie

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



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.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Philosopher

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



Amnesiac

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



Tea Lady

If both your alive neighbours are good, they can't die.



Fool

The first time you die, you don't.



Magician

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



Savant

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



Alchemist

You have a not-in-play Minion ability.

OUTSIDER



Lunatic

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



Drunk

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



Klutz

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



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Mutant

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

MINION



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Cerenovus

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



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Vizier

All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Yaggababble

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



Shabaloth

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



Po

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



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

Lost in Wonderland V.5 — by land(in)m(a)ine

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Alchemist**
- 6  **Magician**
- 7  **Lunatic**
- 8  **Leech**
- 9  **Courtier**
- 10  **Devil's Advocate**
- 11  **Evil Twin**
- 12  **Cerenovus**
- 13  **Pixie**
- 14  **Amnesiac**
- 15  **Clockmaker**
- 16  **Dreamer**
- 17  **Dawn**

FABLED, JINXES & LORIC



Magician & Vizier

If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.



Vizier & Courtier

If the Vizier loses their ability, they learn this, and cannot die during the day.



Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

BOOTLEGGER RULES

If the Vizier pushes through on the goblin, the goblin's ability may not work

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  **Philosopher**
- 3  **Courtier**
- 4  **Gambler**
- 5  **Devil's Advocate**
- 6  **Cerenovus**
- 7  **Lunatic**
- 8  **Shabaloth**
- 9  **Po**
- 10  **Leech**
- 11  **Gossip**
- 12  **Amnesiac**
- 13  **Dreamer**
- 14  **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		Alchemist Show the Alchemist a not-in-play Minion token
6		Magician
7		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.
8		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
10		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
11		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
12		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.
13		Pixie Show the Pixie 1 in-play Townsfolk character token.
14		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
15		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
16		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
17		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		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
4		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6		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.
7		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.
8		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
9		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
10		Lleech The Lleech points to a player. That player dies.
11		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
14		Dawn Wait for a few seconds. End the Night Phase.