

TOWNSFOLK



Snake Charmer

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

OUTSIDER



Klutz

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

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

RIP BOZO — by a psychopath, clearly

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  Snake Charmer
- 5  **D** Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

All players know who the Klutz is. The Klutz can't be chosen by abilities or nominated. The stormcatcher always chooses the Snake charmer.

FABLED



Ferryman

On the final day, all dead players regain their vote token.

LORIC



Bootlegger

This script has homebrew characters or rules.



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

- 1  **D** Dusk
- 2  Snake Charmer
- 3  Legion
- 4  **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

RIP BOZO — *by a psychopath, clearly*

- 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  **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.
- 5  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

RIP BOZO — *by a psychopath, clearly*

- 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  **Legion**
| Choose a player, that player dies.
- 4  **Dawn**
| Wait for a few seconds. End the Night Phase.