

TOWNSFOLK



Steward

You start knowing 1 good player.



Knight

You start knowing 2 players that are not the Demon.



Noble

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



General

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Philosopher

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fisherman

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



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Soldier

You are safe from the Demon.



Farmer

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



Fool

The first time you die, you don't.

OUTSIDER



Lunatic

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Spy

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



Witch

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Summoner

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

DEMON



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

King Lear — by Dominic

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Lunatic
- 6  King
- 7  Widow
- 8  Witch
- 9  Noble
- 10  Spy
- 11  General
- 12  Chambermaid
- 13  D Dawn

FABLED, JINXES & LORIC

-  **Riot & Soldier**
If Riot nominates and executes the Soldier, good wins.
-  **Heretic & Spy**
Only 1 jinxed character can be in play.
-  **Riot & Farmer**
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.
-  **Riot & King**
If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.
-  **Heretic & Widow**
Only 1 jinxed character can be in play.

BOOTLEGGER RULES

If the Princess nominates and executes a player on their 1st day the Storyteller chooses a Minion to lose their ability until next dusk.

FABLED

-  **Duchess**
Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.
-  **Angel**
Something bad might happen to whoever is most responsible for the death of a new player.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

LORIC

-  **Knives**
There are 2 Storytellers: one lies & one tells the truth. Once per game, at dusk, they might switch.
-  **Bootlegger**
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

-  **Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.
-  **Judge**
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.
-  **Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Witch
- 4  Lunatic
- 5  Barber
- 6  Farmer
- 7  King
- 8  Spy
- 9  General
- 10  Chambermaid
- 11  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
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First Night

King Lear — by Dominic

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		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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
8		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
9		Noble Point to 3 players including one evil player, in no particular order.
10		Spy Show the Grimoire to the Spy for as long as they need.
11		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

King Lear — by Dominic

- 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  **Witch**
| If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
- 4  **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.
- 5  **Barber**
| If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
- 6  **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.
- 7  **King**
| If there are more dead than living, show the King a character token of a living player.
- 8  **Spy**
| Show the Grimoire to the Spy for as long as they need.
- 9  **General**
| Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
- 10  **Chambermaid**
| The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
- 11  **Dawn**
| Wait for a few seconds. End the Night Phase.