



TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Pixie

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Snake Charmer

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Philosopher

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



Soldier

You are safe from the Demon.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Farmer

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Saint

If you die by execution, your team loses.



Heretic

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

MINION



Fearmonger

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



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Yaggababble

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

Your Mileage May Vary — by Kinky Joe & Zyzzyvification

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  **Philosopher**
- 5  **Poppy Grower**
- 6  **Marionette**
- 7  **Snake Charmer**
- 8  **Fearmonger**
- 9  **Pukka**
- 10  **Pixie**
- 11  **D** Dawn

FABLED, JINXES & LORIC



Yaggababble & Exorcist

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

BOOTLEGGER RULES

*The Hermit might have the Ogre ability.
The Heretic is Storm Caught.*

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.



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  **Philosopher**
- 3  **Poppy Grower**
- 4  **Snake Charmer**
- 5  **Fearmonger**
- 6  **Exorcist**
- 7  **Lycanthrope**
- 8  **Zombuul**
- 9  **Pukka**
- 10  **Farmer**
- 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

First Night

Your Mileage May Vary — by Kinky Joe & Zyzzyvivivification

- 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  **Poppy Grower**
| Do not inform the Demon/Minions who each other are
- 6  **Marionette**
| Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
- 7  **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.
- 8  **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.
- 9  **Pukka**
| The Pukka points to a player. That player is poisoned.
- 10  **Pixie**
| Show the Pixie 1 in-play Townsfolk character token.
- 11  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

Your Mileage May Vary — by Kinky Joe & Zyzzyvification

- 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  **Poppy Grower**
| If the Poppy Grower has died, show the Minions/Demon who each other are.
- 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  **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  **Exorcist**
| The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
- 7  **Lycanthrope**
| The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
- 8  **Zombuul**
| If no-one died during the day: The Zombuul points to a player. That player dies.
- 9  **Pukka**
| The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
- 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  **Dawn**
| Wait for a few seconds. End the Night Phase.