

TOWNSFOLK



Steward

You start knowing 1 good player.



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



High Priestess

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Snake Charmer

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



Gambler

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



Lycanthrope

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



Gossip

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



Savant

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



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Amnesiac

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



Magician

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

OUTSIDER



Hermit

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



Drunk

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



Tinker

You might die at any time.



Recluse

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Cerenovus

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



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.



Baron

There are extra Outsiders in play. [+2 Outsiders]



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Leviathan Kills — by Re® and Pat

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  Widow
- 6  Snake Charmer
- 7  Cerenovus
- 8  Amnesiac
- 9  Balloonist
- 10  Bounty Hunter
- 11  Leviathan
- 12  D Dawn

FABLED, JINXES & LORIC



Boffin & Drunk

The Demon cannot have the Drunk ability.



Plague Doctor & Baron

If the Storyteller would gain the Baron ability, up to two players become Outsiders.



Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

BOOTLEGGER RULES

Boffin–Gossip: If the Demon has the Gossip ability, they might register as good and/or the Gossip to that ability and might not register as evil, the Demon, and/or the Leviathan to that ability.
Leviathan + Lycanthrope: If the Lycanthrope dies after the Faux Paw has been executed, that execution immediately registers as that of a good player to the Leviathan.

FABLED



Djinn

Use the Djinn's special rule. All players know what it is.

LORIC



Bootlegger

This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Cacklejack

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



Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.



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.



Apprentice

On your 1st night, you gain a Townfolk ability (if good), or a Minion ability (if evil).

OTHER NIGHTS

- 1  Dusk
- 2  Gambler
- 3  Snake Charmer
- 4  Cerenovus
- 5  Lycanthrope
- 6  Assassin
- 7  Gossip
- 8  Amnesiac
- 9  Tinker
- 10  Juggler
- 11  Balloonist
- 12  Bounty Hunter
- 13  Leviathan
- 14  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

Leviathan Kills — by Re[®] and Pat

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		Magician
5		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.
6		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.
7		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.
8		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
10		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
11		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Leviathan Kills — by Re® and Pat

1		Dusk Start the Night Phase.
2		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3		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.
4		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.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
7		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
8		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Tinker The Tinker might die.
10		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
11		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
12		Bounty Hunter If the known evil player has died, point to another evil player.
13		Leviathan Change the Leviathan Day reminder for the next day.
14		Dawn Wait for a few seconds. End the Night Phase.