No way to hide

v1.0.0 by Mishen'ka

Toymaker · Storm Catcher · Spirit of Ivory · Sentinel · Revolutionary · Hell's Librarian · Gardener
Fiddler · Fibbin · Ferryman · Duchess · Doomsayer · Djinn · Buddhist · Bootlegger
Angel

TOWNSFOLK



Chambermaid

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Undertaker

Each night*, you learn which character died by execution today.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Lycanthrope

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



Juggler

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



Gossip

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



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Cannibal

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



Balloonist

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

OUTSIDER



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Saint

If you die by execution, your team loses.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Hatter

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

MINION



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.



Marionette

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



Devil's Advocate

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

DEMON



Po

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



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Lleech
6. Widow
7. Devil's Advocate
8. Witch
9. Washerwoman
10. Librarian
11. Empath
12. Seamstress
13. Balloonist
14. Chambermaid
15. D — Dawn

FABLED, JINXES & LORIC

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Toymaker
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

Spirit of Ivory
There can't be more than 1 extra evil player.

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

Revolutionary
2 neighboring players are known to be the same alignment. Once per game, 1 of them registers falsely.

Hell's Librarian
Something bad might happen to whoever talks when the Storyteller has asked for silence.

Fiddler
Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.

Fibbin
Once per game, 1 good player might get incorrect information.

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

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.

Doomsayer
If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

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

Buddhist
For the first 2 minutes of each day, veteran players may not talk.

Angel
Something bad might happen to whoever is most responsible for the death of a new player.

LORIC

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

Gardener
The Storyteller assigns all players' characters.

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. D — Dusk
2. Devil's Advocate
3. Witch
4. Lycanthrope
5. Imp
6. Po
7. Lleech
8. Gossip
9. Moonchild
10. Ravenkeeper
11. Empath
12. Undertaker
13. Seamstress
14. Juggler
15. Balloonist
16. Chambermaid
17. 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

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1	D	**Dusk** Start the Night Phase.
2	M	**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	D	**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		**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.
5		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
6		**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.
7		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
9		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
10		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		**Seamstress** The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
13		**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.
14		**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.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

6 **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

7 **Lleech**
The Lleech points to a player. That player dies.

8 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

9 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

10 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

11 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

12 **Undertaker**
If a player was executed today: Show that player's character token.

13 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

14 **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.

15 **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.

16 **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.

17 **Dawn**
Wait for a few seconds. End the Night Phase.