

TOWNSFOLK



Steward

You start knowing 1 good player.



Chef

You start knowing how many pairs of evil players there are.



Empath

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



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.



Flowergirl

Each night*, you learn if a Demon voted today.



Town Crier

Each night*, you learn if a Minion nominated today.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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.



Fisherman

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



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Goon

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



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.



Barber

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



Zealot

If there are 5 or more players alive, you must vote for every nomination.

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Assassin

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



Summoner

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

Off Switch — by Ethan J

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Poisoner
- 5  Snake Charmer
- 6  Godfather
- 7  Chef
- 8  Empath
- 9  Balloonist
- 10  D Dawn

FABLED, JINXES & LORIC



Vortex & Banshee

If the Vortex kills the Banshee, all players learn that the Banshee has died.

BOOTLEGGER RULES

If the Summoner chooses the Goon, the Goon becomes the evil Demon.

The Monk ability protects players from the Demon until the following dusk.

FABLED



Djinn

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

LORIC



Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Snake Charmer
- 4  Monk
- 5  Scarlet Woman
- 6  Lycanthrope
- 7  Vortex
- 8  Assassin
- 9  Godfather
- 10  Gossip
- 11  Barber
- 12  Tinker
- 13  Empath
- 14  Flowergirl
- 15  Town Crier
- 16  Balloonist
- 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

Off Switch — by Ethan J

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		Poisoner The Poisoner points to a player. That player is poisoned.
5		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.
6		Godfather Show each of the Outsider tokens in play.
7		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Off Switch — by Ethan J

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
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		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
7		Vortex The Vortex points to a player. That player dies.
8		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.
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		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.
12		Tinker The Tinker might die.
13		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
14		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
15		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
16		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.
17		Dawn Wait for a few seconds. End the Night Phase.