

Loose Lips (Beginner Script) v1.0.0 by Quizoid

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Empath

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



Investigator

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Chef

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



Soldier

You are safe from the Demon.

OUTSIDER



Saint

If you die by execution, your team loses.



Drunk

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

MINION



Poisoner

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



Godfather

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

DEMON



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  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poisoner
- 5  Godfather
- 6  Investigator
- 7  Chef
- 8  Empath
- 9  Clockmaker
- 10  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Imp
- 4  Godfather
- 5  Sage
- 6  Empath
- 7  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		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		Godfather Show each of the Outsider tokens in play.
6		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
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		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 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  **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.
- 4  **Godfather**
| If an Outsider died today: The Godfather points to a player. That player dies.
- 5  **Sage**
| If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
- 6  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 7  **Dawn**
| Wait for a few seconds. End the Night Phase.