



TOWNSFOLK



Washerwoman

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Blacksmith

You start knowing how many Outsiders are in play. They are drunk, even if you are dead. [-? to +? Outsiders]



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Flowergirl

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



Town Crier

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Banjoist

Each day, you may publicly challenge a player to banjo duel and play roshambo: the loser is drunk until dawn. If only 2 players live, your team wins.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fisherman

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



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

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



Sage

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

OUTSIDERS



Hermit

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



Moonchild

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



Sweetheart

When you die, 1 player is drunk from now on.



Barber

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

MINIONS



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Scarlet Woman

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



Widow

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Scarecrow

To good players, you register as the Demon & the Demon registers as a Minion.

DEMONS



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

**Steamfitter**

This script has secret characters.

**Bootlegger**

This script has homebrew characters or rules.

- Banjoist and Steamfitter are homebrew characters.
- Scarecrow is a secret character.

RECOMMENDED TRAVELLERS

**Butcher**

Each day, after the 1st execution, you may nominate again.

**Gunslinger**

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

**Bone Collector**

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

**Apprentice**

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

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

**Dusk**

Start the Night Phase.

**Minion Info**

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Demon Info**

If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Widow**

Show the Grimoire for as long as the Widow needs. The Widow chooses a player. ● Put the Widow to sleep. Wake the player marked **KNOW** & show the Widow token. ●

**Washerwoman**

Show the Townsfolk character token. Point to both the **TOWNSFOLK** and **WRONG** players.

**Blacksmith**

Give a finger signal.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Grandmother**

Point to the grandchild player & show their character token.

**Dawn**

Wait for a few seconds. End the Night Phase.

OTHER NIGHTS



Dusk

Start the Night Phase.



Innkeeper

The Innkeeper chooses 2 players. ● ● ●



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.



Shabaloth

A previously chosen player might be resurrected. ● The Shabaloth chooses 2 players. ● ●



Barber

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU & Barber** tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Farmer

If the Farmer died tonight, wake a living good player. Show the **YOU ARE** info token and a Farmer token.



Moonchild

If the Moonchild is due to kill a good player, they die. ●



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too. ●



Fortune Teller

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).



Flowergirl

Either nod or shake your head.



Town Crier

Either nod or shake your head.



Dawn

Wait for a few seconds. End the Night Phase.