



TOWNSFOLK



Nanny

At night, other players with both hands over their eyes can not die, but if you die, they die too.



Matchmaker

Each night, choose 2 players: you learn if they're connected by an active ability.



Ballooonist

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



Village Idiot

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



Snake Charmer

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



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.



Quack

Each night, choose 2 living players: that night, abilities that target one, target the other instead. The demon cannot die this way.



Gambler

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



Acrobat

Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.



Lucky Cat

Each night*, choose a player (not yourself): the 1st time they die tonight, they instead become a different Townsfolk & drunk until dawn.



Juggler

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



Ban Xian

If you are chosen by a character's ability at night, an evil player will be targeted instead.



Strongman

If you were the only player mad about being the Strongman today & a player chooses you tonight for any reason, they die.

OUTSIDERS



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Ambassador

Each night, when an evil player is chosen by an ability, you might be targeted instead (once per night), even if dead.



Tinker

You might die at any time.



Goon

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

MINIONS



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Ringmaster

Once per game, choose to become (or assist) the Storyteller. You may still vote.



Poisoner

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



Wraith*

You may choose to open your eyes at night. You wake when other evil players do. Once per game, a player that is mad that you are the Wraith, dies.



Hagy Bagy

Each night*, choose a player: if Townsfolk, they become a different good character tonight; if Minion, they die.

DEMONS



Queen of Lies

Each night*, you may choose 3 players (all players learn who): each silently chooses a different alive player, 2 of whom die.



Barker

All players know three character names; one of them is in play for each Outsider. **[Maximum 3 Outsiders]**



Steamfitter

This script has secret characters.



Storm Catcher

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



Bootlegger

This script has homebrew characters or rules.

- The Storm Catcher favours the Goon.
- Dread Wraith optional rule is in effect. (Wraith can kill)
- Ban Xian, Ambassador, and Pauper are "Temple Fair" characters.
- Lucky Cat, Hagy Bagy, Barker, and Steamfitter are homebrew characters.
- Nanny, Matchmaker, Quack, Strongman, Ringmaster, and Queen of Lies are secret characters.

RECOMMENDED TRAVELLERS



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Cacklejack

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



Pauper

Each day, you may publicly choose a player (not yourself) to pick a non-Demon ability: you might gain it until dawn.



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).

**Barker**

Announce 3 character names.

**Dusk**

Start the Night Phase.

**Wraith***

Wake the Wraith whenever other evil players wake.

**Storm Catcher**

Announce which character is stormcaught. If that character is in play, mark that player as **STORMCAUGHT**. Wake each evil player and show them the character token, then the marked player. If not in play, wake each evil player, show them the **THESE CHARACTERS ARE NOT IN PLAY** token & the relevant character token.

**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.

**Quack**

The Quack chooses 2 players. ● ●

**Poisoner**

The Poisoner chooses a player. ●

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ●

**Godfather**

Show the character tokens of all in-play Outsiders.

**Fortune Teller**

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

**Balloonist**

Point to any player. ●

**Village Idiot**

If there are multiple Village Idiots, mark one as **DRUNK**. ● Wake the Village Idiots one at a time to choose a player. Give a thumb signal.

**Butler**

The Butler chooses a player. ●

**Matchmaker**

The Matchmaker chooses 2 players. Nod or shake your head.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Nanny**

Ask all players if they have their hands over their eyes. When any player wakes at night, tell them which other players have their hands over their eyes.

**Wraith***

Wake the Wraith whenever other evil players wake. If a player is mad about the Wraith, they might die before a Snake Charmer would choose. ●

**Quack**

The Quack chooses 2 players. ● ●

**Poisoner**

The Poisoner chooses a player. ●

**Lucky Cat**

The Lucky Cat chooses a player. ●

**Hagy Bagy**

The Hagy Bagy chooses a player. ●

**Gambler**

The Gambler chooses a player & a character. ●

**Acrobat**

The Acrobat chooses a player. ●

**Tinker**

The Tinker might die. ●

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ●

**Queen of Lies**

The Queen of Lies might choose three players. ● ● ● Wake the player marked **1** and say "the Queen of Lies has duped", then the player's name. They point at an alive player. ● Put them to sleep. Repeat for players marked **2** and **3**. Add a shroud to two of the three players chosen by dupes.

**Godfather**

If an Outsider died today, the Godfather chooses a player. ●

**Fortune Teller**

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

**Juggler**

Give a finger signal.

**Balloonist**

Point to a player with a different character type to the previously shown player. ●

**Village Idiot**

Wake the Village Idiots one at a time to choose a player. Give a thumb signal.

**Butler**

The Butler chooses a player. ●

**Matchmaker**

The Matchmaker chooses 2 players. Nod or shake your head.

**Dawn**

Wait for a few seconds. End the Night Phase.