



TOWNSFOLK



Chef

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



Empath

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



Chambermaid

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



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Oracle

Each night*, you learn how many dead players are evil.



Lycanthrope

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Cannibal

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. **[No evil characters]**

OUTSIDERS



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Hooligan

You think you are a Minion, but you are not. The Minions know who you are and any Minion that has the same ability knows what you choose at night.



Drunk

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.

MINIONS



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Marionette

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



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS



Imp

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



Kazali

Each night*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. **[Most players are Legion]**



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**



Djinn

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



The Chambermaid can detect if the Mathematician will wake tonight.



The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.



The Mathematician learns if the Hooligan makes different choices than the real Minion.



When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.



If the Magician is alive, the Demon doesn't know which neighbor is the Marionette



If the Magician is alive, the Kazali chooses which Minions but not which players.



Legion thinks the Magician is Legion. Legion knows if a Magician is in play.



The Kazali knows which Minions the Lunatic chose.



If there would be a Hooligan in play, they enter play after the Demon.



The Marionette can neighbor the Recluse.



If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



If the Apprentice gains the Marionette ability, they think they are good & gained a Townsfolk ability.



Groggnard

This script uses out-of-date characters or jinxes.



Bootlegger

This script has homebrew characters or rules.

- Hooligan is a homebrew character.
- 6 Groggnard jinxes are reverted to earlier versions.
- 5 Bootlegger jinxes are added.

RECOMMENDED TRAVELLERS



Harlot

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



Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.



Apprentice

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



Beggar

You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.



Scapegoat

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



Dusk
Start the Night Phase.



Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ●

Kazali

Wake the Lunatic, allow them to choose Minions. ● ● ● Put the Lunatic to sleep. Wake the Kazali.

- Show the Lunatic token & point to them, then their target(s) & Minion character tokens.
- The Kazali chooses which players are which Minions. Wake each target.

Put the Kazali to sleep. If there is a Magician, you can change the target players. Optionally wake a good player to be the Hooligan: Show the **YOU ARE** info token and any Minion token.

Boffin

Wake the Hooligan. Show any good character token. Put the Hooligan to sleep. Optionally, wake the Lunatic:

- Show the **THIS CHARACTER SELECTED YOU** & Boffin & any good character tokens. Put the Lunatic to sleep.

Wake the Boffin. Show the not-in-play good character token. Put the Boffin to sleep. Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Boffin tokens, then the not-in-play good character token.

Hooligan

If there are 7 or more players, wake the Hooligan unless Marionette:

- Show the **THIS IS THE DEMON** token. Point to any player & optional extra.
- Show the **THESE ARE YOUR MINIONS** token. Point to any players & optional short.
- Put the Hooligan to sleep. If the Hooligan has the same ability, wake that Minion.
- Show the **YOU ARE** info token & Minion token.

Wake the Minions singly less Marionette.

- Show the **THIS PLAYER IS** info token & Hooligan token, then point to the Hooligan.

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.

Lunatic

If there are 7 or more players, wake the Lunatic:

- Show the **THESE ARE YOUR MINIONS** token. Point to any players & optional extra.
- Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens.

Put the Lunatic to sleep. Wake the Demons one at a time:

- Show the **YOU ARE** info token and the Demon token.
- Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

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.

Marionette

Optionally, wake the Lunatic:

- Show the **THIS PLAYER IS** & Marionette tokens, then point to any player & optional neighbor.

Put the Lunatic to sleep. Wake the Demons one at a time:

- Show the **THIS PLAYER IS** & Marionette tokens, then point to the Marionette.
- If there is a Magician, point to the other neighbor.



Wizard
Do whatever needs to be done to satisfy the Wizard's ability.



Amnesiac
Do whatever needs to be done to satisfy the Amnesiac's ability.



Chef
Give a finger signal.



Empath
Give a finger signal.

Spy

Make any modifications to the Grimoire & optionally remove tokens. Wake the Hooligan. Show the Grimoire for as long as the Hooligan needs. Put the Hooligan to sleep and correct the Grimoire. If there is a Magician, remove the Magician & Demons & neighboring Marionette tokens. Wake the Spy. Show the Grimoire for as long as the Spy needs.



Chambermaid
The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician
Give a finger signal.



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

OTHER NIGHTS



Dusk
Start the Night Phase.



Philosopher
The Philosopher might choose a character. If necessary, swap their character token. ●



Lycanthrope
The Lycanthrope chooses a player. ●



Lunatic
The Lunatic might choose a player. ● Put the Lunatic to sleep. Wake the Demons one at a time:
● Show the Lunatic token & point to them, then their targets.



Legion
A player might die. ●



Imp
The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.



Fang Gu
The Fang Gu chooses a player. ● If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●



Kazali
The Kazali chooses a player. ●



Wizard
Do whatever needs to be done to satisfy the Wizard's ability.



Amnesiac
Do whatever needs to be done to satisfy the Amnesiac's ability.



Empath
Give a finger signal.



Oracle
Give a finger signal.



Spy
Make any modifications to the Grimoire & optionally remove tokens. Wake the Hooligan. Show the Grimoire for as long as the Hooligan needs. Put the Hooligan to sleep and correct the Grimoire. If there is a Magician, remove the Magician & Demons & neighboring Marionette tokens. Wake the Spy. Show the Grimoire for as long as the Spy needs.



Chambermaid
The Chambermaid chooses 2 living players. Give a finger signal.



Mathematician
Give a finger signal.



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