

TOWNSFOLK



Steward

You start knowing 1 good player.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Thespian

Each night, a good player and an evil player are each mad about something tomorrow, or they might die.



King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Prince

You are safe from all abilities. The 1st time you are nominated, you lose your ability.



Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Faerie

You get 3 bluffs. Each night*, choose a player: they die. You register as "the Demon" for abilities. If you die, your team loses; if only 2 players live, your team wins; even if drunk or poisoned. [No Demon, +1 Minion]



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+the King]



Banshee

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



Queen

If both of your neighbors are good, they learn who you are. Anyone mad about a Queen being in-play might be executed.

OUTSIDERS



Tinker

You might die at any time.



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Nymph

When a player learns that they died, then claims to be the Nymph (you must), 1 player may choose to die instead (you cannot). If an evil player dies for you, your team loses.



Mutant

If you are "mad" about being an Outsider, you might be executed.

MINIONS



Klaun

Each night, choose up to 3 players: they think they are mad, but are not.



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Imposter

You poison & gain the ability of the 1st in-play character that you are mad as being each day.

DEMONS



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Tipi-Tipi

Each night*, a player dies. On the final night, choose two players: the 1st is mad that the 2nd is not the Demon, or their team loses.



Steamfitter

This script has secret characters.



Bootlegger

This script has homebrew characters or rules.

- Faerie, Prince, and Nymph are homebrew characters.
- Queen, Thespian, Klaun, Imposter, and Tipi-Tipi are secret characters.

RECOMMENDED TRAVELLERS



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



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.



Deviant

If you were funny today, you cannot die by exile.



Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.



Dusk
Start the Night Phase.



Alchemist
Show the **YOU ARE** info token and a Minion 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.



Faerie
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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.



King
Wake the Demon: Show the **THIS PLAYER IS &** King tokens, then point to the King.



Lil' Monsta
Wake the Minions. They choose a player. ● Put the Minions to sleep. Wake the target. Show the **YOU ARE &** Lil' Monsta tokens.



Witch
The Witch chooses a player. ●



Klaun
The Klaun chooses up to three players. ● ● ● Put the Klaun to sleep. Wake each target later in the night and do whatever needs to be done to simulate them being mad.



Cerenovus
The Cerenovus chooses a player & a character. ● Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.



Harpy
The Harpy chooses 2 players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.



Pixie
Show the Townsfolk character token marked **MAD**.



Steward
Point to the player marked **KNOW**.



Noble
Point to the 3 players marked **KNOW**.



Bounty Hunter
Point to the player marked **KNOW**.



Thespian
Wake a good player. ● Show the **THIS CHARACTER SELECTED YOU** token, the Thespian token, then the written madness. Put the good player to sleep. Wake an evil player. ● Show the **THIS CHARACTER SELECTED YOU** token, the Thespian token, then the written madness.



Queen
If both of the Queen's neighbors are good, wake them up:
● Show the **THIS PLAYER IS** token and the Queen token, then point to the Queen.



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

OTHER NIGHTS



Dusk

Start the Night Phase.



Witch

The Witch chooses a player. ●



Klaun

The Klaun chooses up to three players. ● ● ● Put the Klaun to sleep. Wake each target later in the night and do whatever needs to be done to simulate them being mad.



Cerenovus

The Cerenovus chooses a player & a character. ● Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.



Harpy

The Harpy chooses 2 players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.



Princess

If the Princess nominated the player who was executed today, wake the Demon as normal, but no one dies to the Demon's ability. ●



Faerie

The Faerie chooses a player. ●



Vigormortis

The Vigormortis chooses a player. ● If that player is a Minion, poison a neighboring Townsfolk. ● ●



Lil' Monsta

Wake the Minions. They choose a player. ● Put the Minions to sleep. Wake the target. Show the **YOU ARE** & Lil' Monsta tokens. A player might die. ●



Tipi-Tipi

A player dies. ● If three players live, wake the Tipi-Tipi: they choose two players. ● ● Put the Tipi-Tipi to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Tipi-Tipi token, then point to the 2nd target.



Nymph

Even if the Nymph is not in play: if any player died, wake them. Show them a shroud.



Banshee

If the Banshee was killed by the Demon tonight, announce that the Banshee has died. ●



Choirboy

If the Demon killed the King, point to the Demon player.



Tinker

The Tinker might die. ●



King

If the dead equal or outnumber the living, show the character token of a living player.



Bounty Hunter

If the player marked **KNOW** died today or tonight, point to the new player marked **KNOW**.



Thespian

Wake a good player. ● Show the **THIS CHARACTER SELECTED YOU** token, the Thespian token, then the written madness. Put the good player to sleep. Wake an evil player. ● Show the **THIS CHARACTER SELECTED YOU** token, the Thespian token, then the written madness.



Dawn

Wait for a few seconds. End the Night Phase.