



TOWNSFOLK



Weaver

You start knowing a set of players with something in common. Each day, you may privately guess what it is.



Cannibal

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



Pirate

You start knowing how many Pirates are in play. If Pirates are the only good character alive, good wins. [+0 to +2 Pirates]



Beekeeper

You choose which 3 good characters (not the Beekeeper) the Demon gets as bluffs.



Falconer

Each dusk*, you may visit the Storyteller to learn how many Townsfolk are still alive.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Scavenger

If both of your neighbors die, something good happens for your team.



Snake Charmer

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



Nganga*

Evil Townsfolk may not change character & start knowing the Demon. If you die, become drunk, poisoned, or leave play, they become Minions. [-1 Minion, 1 Townsfolk is evil]



Druid

Each day, publicly choose a player: if either of you die tonight, an alive Minion dies instead, if possible.



Puppy Grower*

Minions & Demons do not know each other. If you die, become drunk, poisoned, or leave play, they learn who each other are that night.



Merchant

Once per game, you & 1 other player may choose to make a deal. Whoever breaks the deal, their team loses.

OUTSIDERS



Mimic

You have a Minion or Demon ability the Storyteller makes choices for. It cannot cause or prevent the end of the game. [-1 Outsider or +the Mimic]



Snitch

Each Minion gets 3 bluffs.



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS



Piracuru

Each night, 1 alive good player is mad they are the Demon tomorrow, or they might be executed.



Amaniti

Your neighbors falsely register to good players' abilities.



Smuggler

On the 1st night, choose a good player: they learn that you are 1 of 3 players. [+1 Minion, all Minions are Smugglers]



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Copycat

You have an in-play Minion ability. If no other Minions are in play, choose which Minion you are.

DEMONS



Lleech

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



Fanzazz

Each night*, choose a player: they die & you become their alignment. If you die, your team loses. If only 2 players live, your team wins.



J'Nak

Each night*, choose a player: they die. 1 good player knows you are 1 of 2 players. If executed while a Minion lives, evil wins.



Cordyceps

You know an opposing alive player: they swap characters & alignments with you if you die & a Minion lives. Each night*, they choose an alive player: that player dies.

**Steamfitter**

This script has secret characters.

**Bootlegger**

This script has homebrew characters or rules.

- Placid Poppy Grower & Halycon Nganga optional rules are in effect. (drunk, poison, or leave play)
- Nganga, Mimic, Piracuru, Cordyceps, and Steamfitter are homebrew characters.
- Weaver, Pirate, Falconer, Druid, Merchant, Beekeeper, Scavenger, Smuggler, Copycat, Amaniti, J'Nak, and Fanzazz are secret characters.

RECOMMENDED TRAVELLERS

**Butcher**

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

**Judge**

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

**Scapegoat**

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

**Bishop**

Only the Storyteller can nominate. At least 1 opposing player must be nominated each day.

**Voudon**

Only you & the dead can vote. They don't need a vote token to do so. A 50% majority isn't required.

**Dusk**

Start the Night Phase.

**Copycat**

If the Copycat is the only Minion, they choose a Minion character: swap their character token. ● Otherwise, show the **YOU ARE** info token and a Minion token.

**Mimic**

Show the **YOU ARE** info token and a Minion or Demon token.

**Poppy Grower***

Skip Minion Info, Nganga, and Demon Info. Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**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.

**Nganga***

Wake each evil Townsfolk. Show the **THIS IS THE DEMON** token. Point to the Demon.

**Snitch**

Wake each Minion. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play character tokens.

**Beekeeper**

The Beekeeper chooses 3 good characters.

**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.

**Lleech**

The Lleech chooses a player. ●

**Cordyceps**

Point to the player marked **HOST**.

**J'Nak**

Wake the player marked **KNOW**, show the J'Nak token, and point to both the J'Nak and another 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. ●

**Smuggler**

The Smuggler chooses a player. ● Put the Smuggler to sleep. Wake the target. Show the Smuggler character token. Point to Smuggler and 2 other players.

**Evil Twin**

Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.

**Piracuru**

Wake an alive good player. Show the **THIS CHARACTER SELECTED YOU** & Piracuru tokens.

**Pirate**

Give a finger signal.

**Weaver**

Point to the players marked **COMMON**.

**High Priestess**

Point to a player.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Nganga***

If the Nganga died today, became drunk, poisoned, or left play tonight, wake each evil Townsfolk. Show the **YOU ARE** token & their new Minion token.

**Poppy Grower***

If the Poppy Grower died today, became drunk, poisoned, or left play tonight, wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the Minions.

**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. ●

**J'Nak**

The J'Nak chooses a player. ●

**Lleech**

The Lleech chooses a player. ●

**Cordyceps**

If the player marked **HOST** player died today, wake the Cordyceps and point to the new **HOST**. Put the Cordyceps to sleep. If the player marked **HOST** became Cordyceps today, wake the former Cordyceps. Show the **YOU ARE** token & their new character token. Give a thumbs up. Put them to sleep. Wake the Cordyceps & show the **YOU ARE** & Cordyceps tokens. Give a thumbs down. Point to the new **HOST**. Put the Cordyceps to sleep. Wake the player marked **HOST**: they choose an alive player. ●

**Fanzazz**

The Fanzazz chooses a player. ● If the chosen player is a different alignment, show the **YOU ARE** & give a thumb signal.

**Druid**

If the Druid or the player marked **PLANT** died, a Minion dies instead. ●

**Ravenkeeper**

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.

**Piracuru**

Wake an alive good player. Show the **THIS CHARACTER SELECTED YOU** & Piracuru tokens.

**High Priestess**

Point to a player.

**Dawn**

Wait for a few seconds. End the Night Phase.