

TOWNSFOLK



Investigator

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



Ballerina

You start knowing if more townsfolk are (1) odd or (2) even steps from you clockwise. Or you learn that (3) it's equal.



Constable

Each night, choose an evil character. You learn 1 or more players that are not this character.



Houndskeeper

Each night, you learn how many steps to the nearest living player targeted by an evil ability.



Genius

Each night, choose a good character: you have that ability until you choose again. You are drunk every other night.



Undertaker

Each night*, you learn which character died by execution today.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Coachman

Each day, choose a 1-word topic on which the Storyteller gives a fact. If your neighbors are different alignments, it is false.



Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



Urchin

When an alive neighbor is executed, you may publicly choose a player. Tonight, find out if they were affected by an evil ability.



Waif

If you die by execution, all players are safe from evil abilities & truly register until dusk tomorrow.



Fairy

If the Demon attacks a player, it attacks one of their living neighbors instead. Each night*, choose if you are drunk or not.



Bon Vivant

Both your alive neighbors (not including Travellers) are drunk.

OUTSIDERS



Casanova

Each night, choose a living player (not yourself or Travellers): if they are executed & they are good, your team loses.



Tramp

If there are any votes to execute you, you might be executed immediately.



Charlatan

The 1st time a player dies during the day, you become their alignment from tonight onwards.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS



Boomdandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.



Racketeer

If a successful vote is tied, one of the nominees (not the Demon) is executed immediately.



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMONS



Tokhsisis

Each night, choose a player: they are poisoned if Townsfolk. [-1 Outsider]



Barrow Fog

Each night*, choose a player: they die. Players killed by the Barrow-Fog register as alive during the day.



Dolomite

Each night*, choose a player: they turn evil & learn who you are. Once per game, you lose this ability. [No Minions]



Bezzarit

On your 1st night, choose 1 alive good player for each alive evil player (not including Travellers). If all of them are dead, good loses.

**Ripper**

If no one dies by execution during the day, a player might die.

**Steamfitter**

This script has secret characters.

**Bootlegger**

This script has homebrew characters or rules.

- Urchin, Waif, Tokhsisis, Bezzerit, Ripper, and Steamfitter are homebrew characters.
- Ballerina, Constable, Houndskeeper, Genius, Coachman, Fairy, Bon Vivant, Casanova, Tramp, Charlatan, Racketeer, Barrow Fog, and Dolomite are secret characters.

RECOMMENDED TRAVELLERS

**Harlot**

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

**Butcher**

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

**Gangster**

Once per day, you may choose to kill an alive neighbor, if your other alive neighbor agrees.

**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.

**Dusk**

Start the Night Phase.

**Genius**

The Genius chooses a character. ● You might place the **DRUNK** reminder. ●

**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.

**Bezzarit**

The Bezzarit selects a number of alive good players. ● ● ● ● ●

**Organ Grinder**

The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober. ●

**Tokhsisis**

The Tokhsisis chooses a player. ●

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**Ballerina**

Give a finger signal.

**Houndskeeper**

Give a finger signal.

**Constable**

The Constable chooses a character. Point to 1 or more players.

**Nightwatchman**

The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target. Show the **THIS PLAYER IS** & Nightwatchman tokens, then point to the Nightwatchman. ●

**Casanova**

The Casanova chooses a player. ●

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Ripper**

A player might die.

**Charlatan**

If a player is marked with the **BUDDY** reminder and the Charlatan is on a different team, wake the Charlatan. Show the **YOU ARE** info token and a thumbs up or down.

**Genius**

The Genius chooses a character. ● Add or remove the **DRUNK** reminder. ●

**Fairy**

The Fairy either nods their head to be drunk, or shakes their head to be sober. ●

**Organ Grinder**

The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober. ●

**Dolomite**

The Dolomite chooses a player. ● Put the Dolomite to sleep. Wake the target and show the **YOU ARE** info token and a thumbs down. Show the **THIS IS THE DEMON** token. Point to the Demon. The Dolomite might lose their ability. ●

**Barrow Fog**

The Barrow Fog chooses a player. ●

**Tokhsisis**

The Tokhsisis chooses a player. ●

**Undertaker**

If a player was executed today, show their character token.

**Urchin**

If the Urchin is due information, either nod or shake your head.

**Houndskeeper**

Give a finger signal.

**Constable**

The Constable chooses a character. Point to 1 or more players.

**Nightwatchman**

The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target. Show the **THIS PLAYER IS** & Nightwatchman tokens, then point to the Nightwatchman. ●

**Casanova**

The Casanova chooses a player. ●

**Dawn**

Wait for a few seconds. End the Night Phase.