

## TOWNSFOLK



### Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Pixie

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



### Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### Village Idiot

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



### King

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



### Town Crier

Each night\*, you learn if a Minion nominated today.



### 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.



### Juggler

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



### Soldier

You are safe from the Demon.



### Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Ravenkeeper

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



### Choirboy

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

## OUTSIDER



### Klutz

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



### Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



### Zealot

If there are 5 or more players alive, you must vote for every nomination.



### 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.

## MINION



### Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



### Wraith

You may choose to open your eyes at night. You wake when other evil players do.



### Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

## DEMON



### Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### Imp

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



### Vigormortis

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

# Quick Reference

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## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  King
- 5  Mezepheles
- 6  Pukka
- 7  Pixie
- 8  Balloonist
- 9  Dawn

## FABLED, JINXES & LORIC

### BOOTLEGGER RULES

As long as Vigormortis is in play, Vigormortis killed minions retain their abilities.  
The Minstrel ability only works the first time a Minion is executed & dies.  
If a player is mad that the Wraith is the Wraith, they might die.  
Dead Demons register as Minions to the Alsaahir.  
The Barber ability works, even if drunk or poisoned.

### LORIC



#### Bootlegger

This script has homebrew characters or rules.

## OTHER NIGHTS

- 1  Dusk
- 2  Mezepheles
- 3  Imp
- 4  Pukka
- 5  Vigormortis
- 6  Barber
- 7  Choirboy
- 8  Ravenkeeper
- 9  Undertaker
- 10  Town Crier
- 11  Juggler
- 12  Balloonist
- 13  King
- 14  Dawn

## PLAYER COUNT

| PLAYERS   | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15+ |
|-----------|---|---|---|---|---|----|----|----|----|----|-----|
| TOWNSFOLK | 3 | 3 | 5 | 5 | 5 | 7  | 7  | 7  | 9  | 9  | 9   |
| OUTSIDERS | 0 | 1 | 0 | 1 | 2 | 0  | 1  | 2  | 0  | 1  | 2   |
| MINIONS   | 1 | 1 | 1 | 1 | 1 | 2  | 2  | 2  | 3  | 3  | 3   |
| DEMONS    | 1 | 1 | 1 | 1 | 1 | 1  | 1  | 1  | 1  | 1  | 1   |

# First Night

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|   |                                                                                   |                                                                                                                                                                                                           |
|---|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 |  | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                   |
| 2 |  | <b>Minion Info</b><br>  If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.            |
| 3 |  | <b>Demon Info</b><br>  If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. |
| 4 |  | <b>King</b><br>  Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.                                                                      |
| 5 |  | <b>Mezepheles</b><br>  Show the Mezepheles their secret word.                                                                                                                                             |
| 6 |  | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned.                                                                                                                                  |
| 7 |  | <b>Pixie</b><br>  Show the Pixie 1 in-play Townsfolk character token.                                                                                                                                     |
| 8 |  | <b>Balloonist</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.                                           |
| 9 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                             |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                     |
|----|-------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                             |
| 2  |    | <b>Mezepheles</b><br>  Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.                                                                                                                                                             |
| 3  |    | <b>Imp</b><br>  The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.                                                                                                             |
| 4  |    | <b>Pukka</b><br>  The Pukka points to a player. That player is poisoned. The previously poisoned player dies.                                                                                                                                                                                                       |
| 5  |    | <b>Vigormortis</b><br>  The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.                                                                                                                                               |
| 6  |    | <b>Barber</b><br>  If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token. |
| 7  |    | <b>Choirboy</b><br>  If the King was killed by the Demon, wake the Choirboy and point to the Demon player.                                                                                                                                                                                                          |
| 8  |    | <b>Ravenkeeper</b><br>  If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.                                                                                                                                                                                    |
| 9  |    | <b>Undertaker</b><br>  If a player was executed today: Show that player's character token.                                                                                                                                                                                                                          |
| 10 |   | <b>Town Crier</b><br>  Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).                                                                                                                                              |
| 11 |  | <b>Juggler</b><br>  If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.                                                                                                                                                                 |
| 12 |  | <b>Balloonist</b><br>  Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.                                                           |
| 13 |  | <b>King</b><br>  If there are more dead than living, show the King a character token of a living player.                                                                                                                                                                                                            |
| 14 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                       |