

TOWNSFOLK



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Shugenja

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



Empath

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



Snake Charmer

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



Mathematician

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Lycanthrope

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Nightwatchman

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



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.



Virgin

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

OUTSIDERS



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Klutz

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Barber

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

MINIONS



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Xaan

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



Spy

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



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMONS



Pukka

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Imp

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



Djinn

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



If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.



The Summoner may summon a Pukka on the 2nd night instead of the 3rd.



Bootlegger

This script has homebrew characters or rules.

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

**Dusk**

Start the Night Phase.

**Philosopher**

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

**Summoner**

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.

**Xaan**

Mark the Xaan with the **NIGHT 1** reminder. If X is 1, mark the Xaan with the **X** reminder token. ● ●

**Poisoner**

The Poisoner chooses a 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. ●

**Pukka**

The Pukka chooses a player. ●

**Librarian**

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.

**Empath**

Give a finger signal.

**Shugenja**

Point clockwise or anticlockwise around the circle.

**Nightwatchman**

The Nightwatchman might choose a player ● Put the Nightwatchman to sleep. Wake the target and show the **THIS PLAYER IS** and Nightwatchman tokens and point to the Nightwatchman.

**Spy**

Show the Grimoire for as long as the Spy needs.

**Mathematician**

Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.



Dusk
Start the Night Phase.



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



Xaan
Change the Xaan reminder token to the relevant night. If it is night X, mark the Xaan with the X reminder token. ●●



Poisoner
The Poisoner chooses a player. ●



Innkeeper
The Innkeeper chooses 2 players. ●●●



Gambler
The Gambler chooses a player & a character. ●



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. ●



Summoner
Change the Summoner reminder token to the relevant night. If it is night 3, the Summoner chooses a player and a Demon. Put the Summoner to sleep. Wake the chosen player. Show the **YOU ARE** token, a thumbs down and the chosen Demon token.



Lycanthrope
The Lycanthrope chooses a player. ●



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.



Pukka
The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●



Po
The Po may choose a player OR chooses 3 players if they chose no-one last night. ● or ●●●



Assassin
The Assassin might choose a player. ●●



Gossip
If the Gossip is due to kill a player, they die. ●



Barber
If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.



Plague Doctor
If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.



Empath
Give a finger signal.



Nightwatchman
The Nightwatchman might choose a player ● Put the Nightwatchman to sleep. Wake the target and show the **THIS PLAYER IS** and Nightwatchman tokens and point to the Nightwatchman.



Spy
Show the Grimoire for as long as the Spy needs.



Mathematician
Give a finger signal.



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