

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Chef

You start knowing how many pairs of evil players there are.



Librarian

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



Empath

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



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Innkeeper

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Minstrel

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Tea Lady

If both your alive neighbors are good, they can't die.

OUTSIDERS



Sweetheart

When you die, 1 player is drunk from now on.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Barber

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



Damsel

All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Harpy

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



Xaan

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS



Lil' Monsta

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Al-Hadikhia

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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 there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.



If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

**The Lovers**

[Players may start knowing another player's name.] If they and the player they know are both alive when the game ends they win. If 3+ players would win with this ability, normal win conditions apply

**Bootlegger**

This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

**Barista**

Each night, until dusk, 1) a player becomes sober, healthy & gets true info, or 2) their ability works twice. They learn which.

**Harlot**

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

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Scapegoat**

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

**Gnome**

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

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.

**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.

**Lil' Monsta**

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

**Xaan**

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

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**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.

**Huntsman**

The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.

**Damsel**

During Minion Info, show the Minions the Damsel token. If you haven't done this yet, do so now. If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.

**Librarian**

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

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ●

**Knight**

Point to the 2 players marked **KNOW**.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Xaan**

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

**Innkeeper**

The Innkeeper chooses 2 players. ● ● ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**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.

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**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.

**No Dashii**

The No Dashii chooses a player. ●

**Al-Hadikhia**

The Al-Hadikhia chooses 3 players. ● ● ● In order, wake each target. They nod or shake their head. Put them to sleep before waking the next target.

**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. ●

**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.

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Huntsman**

The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.

**Damsel**

If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.

**Moonchild**

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

**Empath**

Give a finger signal.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ●

**Dawn**

Wait for a few seconds. End the Night Phase.