












## THOUGHT FOR FOOD

... by Zach, Barner, Gatorcat






### TOWNSFOLK

	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Village Idiot</b>	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Fool</b>	The first time you die, you don't.
	<b>Alchemist</b>	You have a not-in-play Minion ability.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	<b>Banshee</b>	If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.


### OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Plague Doctor</b>	If you die, the Storyteller gains a not-in-play Minion ability.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Snitch</b>	Minions start knowing 3 not-in-play characters.

### MINIONS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Devil's Advocate</b>	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
	<b>Organ Grinder</b>	You start knowing 3 players, 1 and only 1 of which is evil.

### DEMONS

	<b>Mindflyer</b>	Each night*, choose a player: they die. If a living player dies this way, you learn their character & may choose to gain their ability. You may only have 1 additional ability at a time this way.
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### FABLED














	<b>Bootlegger</b>	This script has homebrew characters or rules.
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# FIRST NIGHT



# OTHER NIGHTS



# FIRST NIGHT



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## JINXES



Each instance of the Village Idiot is treated as a separate character; if there are unused Village Idiot tokens, they may be considered not-in-play characters.



If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play & if both the Alchemist and Organ Grinder are sober, both are drunk.



If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



If the Mindflyer gains the Cannibal ability, they also gain whatever additional ability the Cannibal had.



If the Mindflyer has the Banshee ability, and the Mindflyer is killed by the Demon, and the game does not end: all players learn this, and from now on, the Mindflyer may nominate twice per day and vote twice per nomination.

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