

## TOWNSFOLK



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Pixie

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



### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### Village Idiot

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



### Mathematician

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



### Magician

Each night, choose a Minion: if alive, they babysit Lil' Monsta. If not, you do but if you die while doing so, evil wins. If all Minions are dead, good wins.



### Gambler

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



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Lycanthrope

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



### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Tea Lady

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



### Pacifist

Executed good players might not die.

## OUTSIDERS



### Goon

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



### Sweetheart

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



### Tinker

You might die at any time.



### Snitch

Each Minion gets 3 bluffs.

## MINIONS



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**



### Xaan

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



### Devil's Advocate

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



### Scarlet Woman

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



### Assassin

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

## DEMONS



### Lil' Monsta

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

**Djinn**

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



The Lycanthrope's Faux Paw does not register as evil to the Mathematician.



If the Exorcist chooses Lil' Monsta's babysitter, Minions do not wake to choose a babysitter tonight & Lil' Monsta does not kill tonight.



If the Minions choose the Goon to babysit Lil' Monsta, the Goon turns evil but does not babysit & Lil' Monsta does not kill tonight. If the Goon was already chosen tonight, this does not happen.



If the Devil's Advocate saved Lil' Monsta's babysitter from death by execution today, Minions do not wake to choose a babysitter tonight.



If there are 5 or more players alive & Lil' Monsta dies, the Scarlet Woman babysits Lil' Monsta tonight & the Lil' Monsta ability does not kill tonight.

**Bootlegger**

This script has homebrew characters or rules.

- The spicy version of the old Lil' Monsta / Magician jinx is in play.
- The old Lil' Monsta / Scarlet Woman jinx is in play.
- Homebrew jinxes between Lil' Monsta and Exorcist, Goon, and Devil's Advocate.
- Homebrew jinx between Lycanthrope and Mathematician.
- The Lycanthrope may choose dead players who have not been publicly announced as dead, such as the Gambler and Tinker.
- The Lil' Monsta has two spots in the night order: first for moving the Lil' Monsta, second for killing.

PLAYERS	5	6	7	8	9	10	11	12	13	14	15 <sup>+</sup>
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.

**Snitch**

Wake each Minion. Show the **THESE CHARACTERS ARE NOT IN PLAY** token and three not-in-play character tokens. Put each Minion to sleep.

**Sailor**

The Sailor chooses a living player. ●

**Courtier**

The Courtier might choose a character. ● ●

**Xaan**

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

**Magician**

The Magician chooses a Minion character to babysit Lil' Monsta. ●

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. ●

**Godfather**

Show the character tokens of all in-play Outsiders.

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Grandmother**

Point to the grandchild player & show their character token.

**Village Idiot**

Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**Mathematician**

Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Sailor**

The Sailor chooses a living player. ●

**Courtier**

The Courtier might choose a character. ● ●

**Xaan**

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

**Exorcist**

The Exorcist chooses a player. ● Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.

**Scarlet Woman**

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

**Magician**

The Magician chooses a Minion character to babysit Lil' Monsta. ●

**Lil' Monsta**

1. Wake all Minions, allow them to choose a babysitter. ● 2. A player might die. ●

**Gambler**

The Gambler chooses a player & a character. ●

**Lycanthrope**

The Lycanthrope chooses a player. ●

**Lil' Monsta**

1. Wake all Minions, allow them to choose a babysitter. ● 2. A player might die. ●

**Assassin**

The Assassin might choose a player. ● ●

**Godfather**

If an Outsider died today, the Godfather chooses a player. ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Sweetheart**

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

**Tinker**

The Tinker might die. ●

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ●

**Village Idiot**

Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**Mathematician**

Give a finger signal.

**Dawn**

Wait for a few seconds. End the Night Phase.