



TOWNSFOLK



Chef

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



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Grandmother

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



Librarian

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



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Snake Charmer

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

Mechanical Man

Each night, receive a task from the Storyteller. If completed before dusk, receive information about the game that night.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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.



Gossip

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Cannibal

You have the ability of the recently killed executive. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Sweetheart

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

MINIONS



Godfather

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



Bossman

Each night: Choose a player and make a possible and reasonable task to be performed by them until dusk. If they fail, they or 1 of their alive neighbors are poisoned until dusk or might die.



Corrector

Each night, you may select a good character and change 1 word of their ability. If accepted, the chosen player learns this, if in play. This may happen X times, where X is the default number of evil players in the player 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]



Imp

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Vigormortis

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



Erotonomálie

by Jindra Lada Dejv

LORIC



Bootlegger

This script has homebrew characters or rules.

FABLED



Djinn

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



If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

TRAVELLERS

None

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

