Identity Crisis *by Potato-dono*

Zenomancer Ventriloquist Bootlegger +1

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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



Cleric
You start knowing a secret phrase. Once per day, if 5 or more players live and you say it publicly during a nomination, that nominee can't die until dusk.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Medicine Man
Each night, learn if either of your living neighbours are poisoned, drunk or mad.



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



King
Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



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



Undertaker
Each night*, you learn which character died by execution today.



Mentalist
Each night*, learn the character of a living player you had a private chat with today. If you spoke with only one living player, this info is false.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Daredevil
You register as evil and the Demon to good abilities. If you are executed and either 5 players remain, or the dead equal or outnumber the living, learn the Demon is one of two players.



Mime
If you are 'mad' as a good character today, learn if it is in play the next night.



Pacifist
Executed good players might not die.

OUTSIDERS



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



Stowaway
You do not know you are the Stowaway. You think you are an in-play Outsider, but you are not. **[+0 or +1 Outsider]**



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



Mutant
If you are "mad" about being an Outsider, you might be executed.



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



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINIONS



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



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



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



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



Marionette
You think you are a good character, but you are not. The Demon knows who you are. **[You neighbor the Demon]**



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMONS



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Id
You think you are a good character, but you are not. Each night* player(s) die based on what you did. Minion get 3 Bluffs.

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* Not the first night

Identity Crisis

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FIRST NIGHT

- Dusk
- Cleric
- Minion Info
- Demon Info
- King
- Marionette
- Xaan
- Poisoner
- Devil's Advocate
- Evil Twin
- Cerenovus
- Medicine Man
- Pixie
- Damsel
- Amnesiac
- Dreamer
- Knight
- Village Idiot
- High Priestess
- Dawn
- Vizier

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

The Mutant registers as mad to the Medicine Man.

The Mime registers as mad to the Medicine Man if they are to learn information tonight.

The Drunk cannot be a Stowaway.

Zenomancer
One or more players each have a goal. When achieved, that player learns a piece of true info.

Ventriloquist
If a player is mad as a fresh character during their nomination, they might not die if executed today.

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

OTHER NIGHTS

- Dawn
- High Priestess
- King
- Village Idiot
- Dreamer
- Undertaker
- Moonchild
- Mentalist
- Amnesiac
- Damsel
- Mime
- Medicine Man
- Assassin
- Daredevil
- Ojo
- Cerenovus
- Devil's Advocate
- Poisoner
- Xaan
- Id
- Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
Cleric	Give the Cleric a secret phrase.
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.
King	Wake the Demon: Show the **THIS PLAYER IS** & King tokens, then point to the King.
Marionette	Wake the Demon. Show the **THIS PLAYER IS** & Marionette tokens. Point to the Marionette.
Xaan	If X is 1, mark the Xaan with the **X** reminder token. ● ●
Poisoner	The Poisoner chooses a player. ●
Devil's Advocate	The Devil's Advocate chooses a living player. ●
Evil Twin	Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.
Cerenovus	The Cerenovus chooses a player & a character. ● Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.
Medicine Man	The Medicine Man learns a yes or no.
Pixie	Show the Townsfolk character token marked **MAD**.
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.
Amnesiac	Do whatever needs to be done to satisfy the Amnesiac's ability.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Knight	Point to the 2 players marked **KNOW**.
Village Idiot	If there are multiple Village Idiots, mark one as **DRUNK**. ● Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
High Priestess	Point to a player.
Dawn	Wait for a few seconds. End the Night Phase.
Vizier	Announce which player is the Vizier.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Id	If ID is info role waking after here, wake him now. Let him do his thing. Kill somebody based on what ID does tonight / did during the day (nominations, conversations, voting)
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. ●
Devil's Advocate	The Devil's Advocate chooses a living player. ●
Cerenovus	The Cerenovus chooses a player & a character. ● Put the Cerenovus to sleep. Wake the target. Show the **THIS CHARACTER SELECTED YOU** token, the Cerenovus token, then the madness-character token.
Ojo	The Ojo chooses a character. ●
Daredevil	If the Daredevil was executed today and 5 players remain, or the dead equal or outnumber the living, show the Daredevil two players, one of whom is the Demon.
Assassin	The Assassin might choose a player. ● ●
Medicine Man	The Medicine Man learns a yes or no.
Mime	If the Mime was successful during the day, wake them and nod or shake your head, depending on whether the character is in play.
Damsel	If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.
Amnesiac	Do whatever needs to be done to satisfy the Amnesiac's ability.
Mentalist	Wake the player, and show them a character of a living player they spoke with privately.
Moonchild	If the Moonchild is due to kill a good player, they die. ●
Undertaker	If a player was executed today, show their character token.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Village Idiot	Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
King	If the dead equal or outnumber the living, show the character token of a living player.
High Priestess	Point to a player.
Dawn	Wait for a few seconds. End the Night Phase.

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