

Who Am I

A script themed around Madness, Role/Ability Swapping, and Not being who you think you are.

PIXIE

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



BALLOONIST

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



VILLAGE IDIOT

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



SNAKE CHARMER

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

DREAMER

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

SAVANT

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

PHILOSOPHER

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



JUGGLER

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



CANNIBAL

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



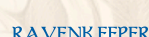
AMNESIAC

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



FARMER

If you die at night, an alive good player becomes a Farmer.



RAVENKEEPER

If you die at night, you are woken to choose a player: you learn their character.



MAGICIAN

The Demon thinks you are a Minion. Minions think you are a Demon.



DRUNK

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



PLAGUE DOCTOR

If you die, the Storyteller gains a Minion ability.



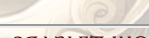
HATTER

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



MUTANT

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



SPY

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



PIT-HAG

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



MARIONETTE

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



SCARLET WOMAN

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



BOFFIN

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



IMP

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

KAZALI

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



FANG GU

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



DJINN

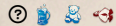
Use the Djinn's special rule. All players know what it is.

**DEVARIANT**

If you were funny today, you cannot die by exile.

**BARISTA**

Each night, until dusk, 1) a player becomes sober, healthy and 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 Townfolk ability (if good), or a Minion ability (if evil).

**BONE COLLECTOR**

Once per game, at night, choose a dead player: they regain their ability until dusk.

**BARISTA+DRUNK**

If the Drunk thinks they are a role that would learn information & are targeted by the Barista ability, then they get correct information.

**CANNIBAL+SPY**

The Cannibal cannot gain any ability that the Spy registers as.

**PIXIE+SPY**

The Spy can register as any Townfolk for the Pixie & the Pixie will gain that ability when the Spy dies

**BARISTA+PIXIE**

The Barista on the first night can have the Pixie learn 2 roles & if they are mad about those characters can gain both abilities.

**DRUNK+RAVENKEEPER**

A Drunk who believes they are the Ravenkeeper is woken & given information.

**BARISTA+SPY**

The Barista would cause a character to not register the Spy as Good, a Townfolk or an Outsider.

**JUGGLER+PHILOSOPHER**

The Philosopher with the Juggler's ability, their first day is the day after they turn thus they do not get information the night they turn, even if they juggled that day.

**BONE COLLECTOR+JUGGLER**

Juggler targeted by the Bone-Collector does allows to get information if they Juggled during the day.

**PHILOSOPHER+PIXIE**

If the Pixie is drunk on the first night you can show them any role. If they are drunk on the night they would gain then they never gain an ability.

**CANNIBAL+JUGGLER**

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

**PIT-HAG+VILLAGE IDIOT**

If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

**MARIONETTE+PLAGUE DOCTOR**

If the Demon has a neighbor who is alive and a Townfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.

**SPY+MAGICIAN**

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

**BOFFIN+DRUNK**

If the Demon would have the Drunk ability, the Boffin chooses a Townfolk player to have this ability instead.

**SPY+PLAGUE DOCTOR**

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

**BOFFIN+VILLAGE IDIOT**

If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

**SCARLET WOMAN+PLAGUE DOCTOR**

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

**MARIONETTE+BALLOONIST**

If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.

**KAZALI+MARIONETTE**

If the Kazali chooses to create a Marionette, they must choose one of their neighbors.

First Night

1



Dusk

2



Kazali

3



Apprentice

4



Barista

5



Boffin

6



Philosopher

7



Magician

8



Minion Info

9



Demon Info

10



Marionette

11



Snake Charmer

12



Pixie

13



Amnesiac

14



Dreamer

15



Balloonist

16



Village Idiot

17



Spy

18



Dawn

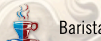
Other Nights

1



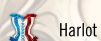
Dusk

2



Barista

3



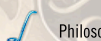
Harlot

4



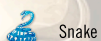
Bone Collector

5



Philosopher

6



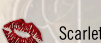
Snake Charmer

7



Pit-Hag

8



Scarlet Woman

9



Imp

10



Fang Gu

11



Kazali

12



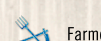
Hatter

13



Amnesiac

14



Farmer

15



Ravenkeeper

16



Dreamer

17



Juggler

18



Balloonist

19



Village Idiot

20



Spy

21



Dawn