It's all ogre v1.0.0 *by Chef Kramer*

Hindu Bootlegger

OUTSIDER



Ogre

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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.



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Vizier

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

DEMON



Kazali

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Godfather
5. Evil Twin
6. D — Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *There is an order to ogre picks. Ogre picks are handled in the order of token drawn. An ogre selecting an already turned evil ogre turns evil also. A bone collected ogre can repick during the night*

LORIC

Hindu
The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

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

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. D — Dusk
2. Godfather
3. D — Dawn

PLAYER COUNT

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

First Night

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1 D

Dusk

Start the Night Phase.

2 M

Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D

Demon Info

If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4 

Godfather

Show each of the Outsider tokens in play.

5 

Evil Twin

Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

6 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

3 D **Dawn**
Wait for a few seconds. End the Night Phase.