Mob Rule v1.1.0 *by TieGuyTravis*

Bootlegger Sentinel Djinn

TOWNSFOLK



Grandmother

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



Mathematician

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



King

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



Monk

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



Ravenkeeper

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Drunk

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



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Marionette

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



Boffin

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

DEMON



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Marionette
6. Grandmother
7. Mathematician
8. Dawn

FABLED, JINXES & LORIC

Riot & Monk

If Riot nominates and executes the Monk-protected player, good wins.

Riot & Ravenkeeper

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot & Mayor

The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Boffin & Drunk

The Demon cannot have the Drunk ability.

Riot & Grandmother

If Riot is in play and the Grandchild dies by execution, evil wins.

Riot & King

If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

Boffin & Politician

The Demon cannot have the Politician ability.

Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

BOOTLEGGER RULES

> *The Riot chooses an alive player each night*, even if the Ravenkeeper is not in play. They do not have to pick a good player, but cannot pick the Marionette or themself.*

FABLED

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

Djinn

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

LORIC

Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Monk
3. Grandmother
4. Ravenkeeper
5. King
6. Mathematician
7. 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		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6		**Grandmother** Show the marked character token. Point to the marked player.
7		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
8	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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

3 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

4 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

5 **King**
If there are more dead than living, show the King a character token of a living player.

6 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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