# Swimming in a Straw Fountain v1.1.0 *by DGP*

Bootlegger Djinn

## TOWNSFOLK



**Investigator**
You start knowing that 1 of 2 players is a particular Minion.



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



**Sailor**
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



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



**Cult Leader**
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



**Acrobat**
Each night*, if either good living neighbour is drunk or poisoned, 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.



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



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



**Tea Lady**
If both your alive neighbours are good, they can't die.



**Virgin**
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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

## OUTSIDER



**Butler**
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



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



**Saint**
If you die by execution, your team loses.

## MINION



**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.



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



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



**Organ Grinder**
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



**Yaggababble**
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



**Pukka**
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



**Vortox**
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

# Quick Reference

*Swimming in a Straw Fountain — by DGP*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Sailor
6. Poisoner
7. Devil's Advocate
8. Cerenovus
9. Pukka
10. Investigator
11. Butler
12. Grandmother
13. Dreamer
14. Cult Leader
15. Spy
16. Chambermaid
17. Dawn

## FABLED, JINXES & LORIC

**Butler & Organ Grinder**
If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

**Cannibal & Butler**
If the Cannibal gains the Butler ability, the Cannibal learns this.

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

**Yaggababble & Exorcist**
If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

### BOOTLEGGER RULES

> *1 good player has an out-of-play character's ability in addition to their own & knows this. They might register as either character. If a Minion publicly guesses them (once), their team loses.*
> *If the Bootlegger-chosen player is drunk or poisoned, both of their abilities are affected.*
> *If the Cannibal eats the Bootlegger-chosen player, the Cannibal gains both of their abilities.*

### FABLED

**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. Sailor
3. Poisoner
4. Devil's Advocate
5. Cerenovus
6. Exorcist
7. Pukka
8. Vortox
9. Acrobat
10. Farmer
11. Moonchild
12. Grandmother
13. Dreamer
14. Cult Leader
15. Butler
16. Spy
17. Chambermaid
18. 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  **Magician**

5  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6  **Poisoner**
The Poisoner points to a player. That player is poisoned.

7  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

9  **Pukka**
The Pukka points to a player. That player is poisoned.

10  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

11  **Butler**
The Butler points to a player. Mark that player as 'Master'.

12  **Grandmother**
Show the marked character token. Point to the marked player.

13  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

15  **Spy**
Show the Grimoire to the Spy for as long as they need.

16  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

17 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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

7 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8 **Vortox**
The Vortox points to a player. That player dies.

9 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

10 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

11 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

13 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

15 **Butler**
The Butler points to a player. Mark that player as 'Master'.

16 **Spy**
Show the Grimoire to the Spy for as long as they need.

17 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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