# Teensy Torish v2.6.1 *by Zyrain*

Bootlegger Djinn

## TOWNSFOLK



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



### Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



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



### Fool
The first time you die, you don't.



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

## OUTSIDER



### Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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

## 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.

## DEMON



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Preacher
6. Poisoner
7. Snake Charmer
8. Devil's Advocate
9. Butler
10. D — Dawn

## FABLED, JINXES & LORIC

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

### BOOTLEGGER RULES

> *The token drawn from the bag belongs to another player of the same alignment.*

### 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. D — Dusk
2. Sailor
3. Preacher
4. Poisoner
5. Snake Charmer
6. Devil's Advocate
7. Imp
8. No Dashii
9. Butler
10. 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 
**Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5 
**Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

7 
**Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

8 
**Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9 
**Butler**
The Butler points to a player. Mark that player as 'Master'.

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

# Other Nights

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1 **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  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

5  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

7  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

8  **No Dashii**
The No Dashii points to a player. That player dies.

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

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