Dr. Strangelove v1.2.0 *by Kinky Joe*

Spirit of Ivory Bootlegger

TOWNSFOLK

Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

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 1 player of each character type, until there are no more types to learn. [+1 Outsider]

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

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

Town Crier
Each night*, you learn if a Minion nominated today.

Undertaker
Each night*, you learn which character died by execution today.

Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

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

Soldier
You are safe from the Demon.

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

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

Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Zealot
If there are 5 or more players alive, you must vote for every nomination.

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION

Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

Wraith
You may choose to open your eyes at night. You wake when other evil players do.

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

DEMON

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

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

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Dr. Strangelove — by Kinky Joe

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. King
5. Mezepheles
6. Pukka
7. Pixie
8. Balloonist
9. D — Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *As long as Vigormortis is in play, Vigormortis killed minions retain their abilities.*
> *The Minstrel ability only works the first time a Minion is executed & dies.*
> *The Barber ability works, even if Pukka poisoned.*

FABLED

Spirit of Ivory
There can't be more than 1 extra evil player.

LORIC

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. D — Dusk
2. Mezepheles
3. Imp
4. Pukka
5. Vigormortis
6. Barber
7. Choirboy
8. Ravenkeeper
9. Undertaker
10. Town Crier
11. Juggler
12. Balloonist
13. King
14. 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

Dr. Strangelove — by Kinky Joe

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		**Mezepheles** Show the Mezepheles their secret word.
6		**Pukka** The Pukka points to a player. That player is poisoned.
7		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
8		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
9	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Dr. Strangelove — by Kinky Joe

1	D	**Dusk** Start the Night Phase.
2		**Mezepheles** Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
3		**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.
4		**Pukka** The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
5		**Vigormortis** The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
6		**Barber** If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
7		**Choirboy** If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
8		**Ravenkeeper** If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
9		**Undertaker** If a player was executed today: Show that player's character token.
10		**Town Crier** Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
11		**Juggler** If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
12		**Balloonist** Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
13		**King** If there are more dead than living, show the King a character token of a living player.
14	D	**Dawn** Wait for a few seconds. End the Night Phase.