Good Morning, Alchemist 47 v1.0.0 *by Heath*

Bootlegger Djinn

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Chambermaid

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



Soldier

You are safe from the Demon.



Alchemist

You have a not-in-play Minion ability.

OUTSIDER



Barber

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Spy

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



Wraith

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

DEMON



Pukka

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



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. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Pukka
6. Damsel
7. Librarian
8. Chef
9. Empath
10. Spy
11. Chambermaid
12. Dawn

FABLED, JINXES & LORIC

Alchemist & Wraith

An Alchemist-Wraith has no Wraith ability & a Wraith is in play. After each execution, a living Alchemist-Wraith may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.

Alchemist & Spy

An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

BOOTLEGGER RULES

> *If the Pukka poisons the Spy on N1, the Damsel is sober and healthy.*

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. Pukka
3. Barber
4. Damsel
5. Empath
6. Spy
7. Chambermaid
8. 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.  **Alchemist**
   Show the Alchemist a not-in-play Minion token
5.  **Pukka**
   The Pukka points to a player. That player is poisoned.
6.  **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
7.  **Librarian**
   Show the character token of an Outsider in play. Point to two players, one of which is that character.
8.  **Chef**
   Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9.  **Empath**
   Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10.  **Spy**
    Show the Grimoire to the Spy for as long as they need.
11.  **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.
12. D **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
3. 
   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.
4. 
   Damsel
   If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
5. 
   Empath
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
6. 
   Spy
   Show the Grimoire to the Spy for as long as they need.
7. 
   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.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.