To the Bitter End v2.0.0 *by Bagoly_Atya*

Bootlegger Djinn

TOWNSFOLK



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]



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



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



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Poppy Grower
6. Lleech
7. Pixie
8. Fortune Teller
9. Balloonist
10. D — Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir
The Storyteller doesn't declare the Vizier is in play.

Vortox & Banshee
If the Vortox kills the Banshee, all players learn that the Banshee has died.

Pit-Hag & Ogre
If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.

Heretic & Pit-Hag
Only 1 jinxed character can be in play.

Pit-Hag & Politician
If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

Vizier & Politician
The Politician might register as evil to the Vizier.

Heretic & Lleech
Only 1 jinxed character can be in play.

BOOTLEGGER RULES

> *The Vizier is publicly announced only if 2 or more Minions are in play.*

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. Philosopher
3. Poppy Grower
4. Innkeeper
5. Pit-Hag
6. Lycanthrope
7. Po
8. Vortox
9. Lleech
10. Gossip
11. Sage
12. Fortune Teller
13. Balloonist
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

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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		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
7		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
8		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
9		**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.
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. 
   Philosopher
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3. 
   Poppy Grower
   If the Poppy Grower has died, show the Minions/Demon who each other are.

4. 
   Innkeeper
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

5. 
   Pit-Hag
   The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6. 
   Lycanthrope
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

7. 
   Po
   If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

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

9. 
   Lleech
   The Lleech points to a player. That player dies.

10. 
    Gossip
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

11. 
    Sage
    If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

12. 
    Fortune Teller
    The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

13. 
    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.

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