Undertow v1.2.0 *by Tom O*

Tor Bootlegger Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Alchemist
You have a not-in-play Minion ability.

OUTSIDER



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



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



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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

MINION



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lunatic
6. King
7. Poisoner
8. Courtier
9. Snake Charmer
10. Evil Twin
11. Pixie
12. Empath
13. Butler
14. Grandmother
15. Seamstress
16. Balloonist
17. Nightwatchman
18. Mathematician
19. Leviathan
20. Dawn

FABLED, JINXES & LORIC

Recluse & Ogre
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

Boffin & Ogre
The Demon cannot have the Ogre ability.

Alchemist & Boffin
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Leviathan & Grandmother
If the Leviathan is in play and the Grandchild dies by execution, evil wins.

Mathematician & Lunatic
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

Leviathan & King
If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

BOOTLEGGER RULES

> *All players always learn that the Leviathan is in play on day 1, even if the Leviathan is drunk or poisoned.*
> *The Alchemist does not know which ability they have.*
> *The Poisoner and Snake Charmer may not choose themselves. If the Snake Charmer chooses a dead player, that choice has no effect.*

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

LORIC

Tor
Players don't know their character or alignment. They learn them when they die.

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Courtier
4. Snake Charmer
5. Lunatic
6. Grandmother
7. Empath
8. Seamstress
9. Balloonist
10. King
11. Nightwatchman
12. Butler
13. Mathematician
14. Leviathan
15. 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  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

8  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

9  **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.

10  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

11  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

12  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

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

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

15  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16  **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.

17  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

18  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

19  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

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1 **Dusk**
Start the Night Phase.

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

3  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

4  **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.

5  **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

7  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

8  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

9  **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.

10  **King**
If there are more dead than living, show the King a character token of a living player.

11  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

13  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

14  **Leviathan**
Change the Leviathan Day reminder for the next day.

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