# Les Miserables v1.0.0 *by Lauren*

Bootlegger Djinn

## TOWNSFOLK



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



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



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



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



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



### Soldier
You are safe from the Demon.



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



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



### Pacifist
Executed good players might not die.

## OUTSIDER



### Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



### Sweetheart
When you die, 1 player is drunk from now on.



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

## MINION



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



### 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.



### Baron
There are extra Outsiders in play. [+2 Outsiders]

## DEMON



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



### Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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

# Quick Reference

*Les Miserables — by Lauren*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Preacher
6. Lil' Monsta
7. Devil's Advocate
8. Evil Twin
9. Investigator
10. Chef
11. Dreamer
12. Seamstress
13. Spy
14. General
15. Dawn

## FABLED, JINXES & LORIC

**Recluse & Sage**

The Recluse might register as the Demon to the Sage.

### BOOTLEGGER RULES

> *If a Traveler travels out of their seat, it is not removed and remains an "Empty Chair."*
> *Highly encouraged (but not enforced): Anyone claiming Dreamer and sharing info, preface it with "I dreamed a dream" ; Anyone claiming to be a twin pair or in a double claim, should refer to this as a "Confrontation"; The Chef number be referred to as X loaves of bread; Votes stolen by a thief should be referred to as "bread", The Harlot should be referred to as a "Lovely Lady"; If there is no death upon execution (whether caused by a Pacifist or not), the ST should state "to love another person is to see the face of God"; The Lil' Monsta should be referred to as the Little Cosette; If left alone in town, a player is welcome to sing "On my own."*

### FABLED

**Djinn**

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

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

### RECOMMENDED TRAVELLERS

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Harlot**

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

**Beggar**

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

**Bishop**

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Preacher
4. Innkeeper
5. Devil's Advocate
6. Imp
7. Lil' Monsta
8. Assassin
9. Gossip
10. Sweetheart
11. Sage
12. Dreamer
13. Seamstress
14. Spy
15. General
16. 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  **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  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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

8  **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.

9  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

10  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

11  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12  **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.

13  **Spy**
Show the Grimoire to the Spy for as long as they need.

14  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

# Other Nights

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

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

6 **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.

7 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

8 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

10 **Sweetheart**
Choose a player that is drunk.

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

12 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13 **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.

14 **Spy**
Show the Grimoire to the Spy for as long as they need.

15 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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