Glass House v1.0.0 *by PogoFox*

Bootlegger

TOWNSFOLK



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Balloonist

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



Dreamer

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



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.



Courtier

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



Juggler

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

OUTSIDER



Saint

If you die by execution, your team loses.

MINION



Poisoner

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



Devil's Advocate

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



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.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Yaggababble

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



Imp

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Poisoner
6. Courtier
7. Devil's Advocate
8. Evil Twin
9. Fortune Teller
10. Dreamer
11. Balloonist
12. Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *There will be multiple Saints in the game, but only one of every other character.*
> *The Demon receives no bluffs.*
> *There are extra outsiders in the game for each player count, as follows:*
> *5:+2; 6:+1; 7:+3; 8:+2; 9:+2; 10:+4; 11:+3; 12:+3; 13:+5; 14:+5; 15:+5.*

LORIC



Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



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



Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Scapegoat
If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Courtier
5. Devil's Advocate
6. Imp
7. Fortune Teller
8. Dreamer
9. Juggler
10. Balloonist
11. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

6  **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.

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  **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.

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

11  **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.

12 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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

4 **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.

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 **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.

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

9 **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.

10 **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.

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