# (I Don't Know, but I Liked It) v1.0.0 *by Chiz*

Pope Bootlegger Sentinel Djinn

## TOWNSFOLK



### Savant

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



### Philosopher

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

## OUTSIDER



### 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



### Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



### 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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Marionette
6. Leviathan
7. D — Dawn

## FABLED, JINXES & LORIC

**Boffin & Heretic**
The Demon cannot have the Heretic ability.

**Boffin & Politician**
The Demon cannot have the Politician ability.

### BOOTLEGGER RULES

> *Ignore the Boffin-Heretic Jinx. Abilities given by the Boffin might be in-play.*

### FABLED

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

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

### LORIC

**Pope**
There are duplicate good characters in play. They might also be bluffs.

**Bootlegger**
This script has homebrew characters or rules.

## OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Leviathan
4. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>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 |  | **Marionette**<br>Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette. |
| 6 |  | **Leviathan**<br>Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.' |
| 7 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

*(I Don't Know, but I Liked It) — by Chiz*

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

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