Kill - Suffer - Return v1.1.0 *by Robby*

Bootlegger Djinn

TOWNSFOLK



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



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Soldier
You are safe from the Demon.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Farmer
If you die at night, an alive good player becomes a Farmer.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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



Tea Lady
If both your alive neighbours are good, they can't die.



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



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



Tinker
You might die at any time.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Saint
If you die by execution, your team loses.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



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



Wraith
You may choose to open your eyes at night. You wake when other evil players do.



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.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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. Poppy Grower
5. King
6. Evil Twin
7. Damsel
8. Amnesiac
9. Butler
10. Spy
11. Leviathan
12. Dawn

FABLED, JINXES & LORIC

Leviathan & Banshee

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

Butler & Organ Grinder

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

Leviathan & Ravenkeeper

Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Leviathan & Soldier

If the Leviathan nominates and executes the Soldier, good wins.

Leviathan & Innkeeper

If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

Leviathan & Sage

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Leviathan & Farmer

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Leviathan & King

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

Spy & Poppy Grower

If the Poppy Grower has their ability, the Spy does not see the Grimoire.

Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

BOOTLEGGER RULES

> *The Shabaloth can't pick dead players. If the night ends with 2 alive players left but 2 died in the night due to the Shabaloth, one of them might get regurgitated and their death is not announced.*
> *If the Shabaloth kills themselves with a sober and healthy Mastermind in play, the Mastermind ability will activate.*

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. Dusk
2. Poppy Grower
3. Innkeeper
4. Shabaloth
5. Sage
6. Professor
7. Choirboy
8. Damsel
9. Amnesiac
10. Farmer
11. Tinker
12. Ravenkeeper
13. King
14. Butler
15. Spy
16. Leviathan
17. 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		**Poppy Grower** Do not inform the Demon/Minions who each other are
5		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		**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.
7		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
8		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		**Butler** The Butler points to a player. Mark that player as 'Master'.
10		**Spy** Show the Grimoire to the Spy for as long as they need.
11		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

4 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

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

6 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

7 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

8 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

9 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

10 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

11 **Tinker**
The Tinker might die.

12 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

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

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

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

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