# Last one in February v1.0.0 *by [REDACTED]*

Bootlegger Djinn

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



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



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



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



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



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



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

## OUTSIDER



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



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



### Tinker
You might die at any time.



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

## MINION



### Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

## 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

*Last one in February — by [REDACTED]*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lunatic
6. Marionette
7. Preacher
8. Mezepheles
9. Chef
10. Bounty Hunter
11. Nightwatchman
12. Chambermaid
13. Dawn

## FABLED, JINXES & LORIC

**Marionette & Summoner**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

**Summoner & Preacher**
If the living Summoner has no ability, the Storyteller has the Summoner ability.

**Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

### BOOTLEGGER RULES

> *Yaggababble may chose a player or pre-pick a target to kill. Whether or not death of chosen player(s) to be granted is storyteller discretion.*

### 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. Preacher
3. Mezepheles
4. Lunatic
5. Lycanthrope
6. Imp
7. Professor
8. Tinker
9. Bounty Hunter
10. Nightwatchman
11. Chambermaid
12. 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

*Last one in February — by [REDACTED]*

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 
**Magician**

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 
**Marionette**
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.

7 
**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.

8 
**Mezepheles**
Show the Mezepheles their secret word.

9 
**Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

10 
**Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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 
**Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

# Other Nights

*Last one in February — by [REDACTED]*

1 D **Dusk**
Start the Night Phase.

2 **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.

3 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

4 **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.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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 **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.

8 **Tinker**
The Tinker might die.

9 **Bounty Hunter**
If the known evil player has died, point to another evil player.

10 **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.

11 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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