Slutty Slayer v1.0.1 *by Blue Will*

Bootlegger Sentinel Djinn

TOWNSFOLK



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Philosopher

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Investigator

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

OUTSIDER



Tinker

You might die at any time.



Recluse

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

MINION



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Psychopath

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

DEMON



Imp

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



Yaggababble

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Pixie
6. Investigator
7. Dawn

FABLED, JINXES & LORIC

Yaggababble & Exorcist

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

BOOTLEGGER RULES

> *If the psychopath is mad as the Slayer, they can express their first kill in the form of a Slayer shot*
> *The exorcist wakes Night 1.*
> *If the Exorcist chooses the Yagababble, the Yagababble cannot kill that night or the following day.*

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

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Scarlet Woman
4. Exorcist
5. Imp
6. Tinker
7. 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  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

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

Other Nights

Slutty Slayer — by Blue Will

1 **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 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

4 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

5 **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.

6 **Tinker**
The Tinker might die.

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