# Disastrous Insomnia v1.0.0 by Amber<3

Bootlegger Djinn

## TOWNSFOLK



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### 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.



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



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



### Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



### Soldier
You are safe from the Demon.



### Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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

## OUTSIDER



### 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.



### Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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

## MINION



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



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



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



### Baron
There are extra Outsiders in play. [+2 Outsiders]

## DEMON



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



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

# Quick Reference

*Disastrous Insomnia — by Amber<3*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Witch
6. Pukka
7. Fortune Teller
8. Grandmother
9. Nightwatchman
10. General
11. Mathematician
12. Dawn

## FABLED, JINXES & LORIC

**Mathematician & Drunk**

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

**Summoner & Pukka**

The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

### 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. Poisoner
3. Innkeeper
4. Witch
5. Pukka
6. Po
7. Gossip
8. Acrobat
9. Tinker
10. Grandmother
11. Ravenkeeper
12. Fortune Teller
13. Nightwatchman
14. General
15. Mathematician
16. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

5  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

6  **Pukka**
The Pukka points to a player. That player is poisoned.

7  **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.

8  **Grandmother**
Show the marked character token. Point to the marked player.

9  **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.

10  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

11  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

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 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

6 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

7 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

8 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

9 **Tinker**
The Tinker might die.

10 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

12 **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.

13 **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.

14 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

15 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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