Peace and claim v1.0.0 *by BigBrainBen10*

Ventriloquist Tor Bootlegger Sentinel Djinn

TOWNSFOLK



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



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



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

OUTSIDER



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



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

MINION



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



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



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Cerenovus
6. Pukka
7. Cult Leader
8. Dawn

FABLED, JINXES & LORIC

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

BOOTLEGGER RULES

> *The Lorics on this script are simply reccomended.*

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

Ventriloquist

If a player is mad as a fresh character during their nomination, they might not die if executed today.

Tor

Players don't know their character or alignment. They learn them when they die.

Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Cerenovus
3. Pukka
4. Lleech
5. Gossip
6. Juggler
7. Cult Leader
8. 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  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

5  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

7  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

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

4  **Lleech**
The Lleech points to a player. That player dies.

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

6  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

7  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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