# On the Brink of War v1.0.0 *by Le Codex*

Bootlegger Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



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



**Sailor**
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



**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.



**Oracle**
Each night*, you learn how many dead players are evil.



**Monk**
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



**Engineer**
Once per game, at night, choose which Minions or which Demon is in play.



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



**Alchemist**
You have a not-in-play Minion ability.



**Pacifist**
Executed good players might not die.



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

## OUTSIDER



**Tinker**
You might die at any time.



**Saint**
If you die by execution, your team loses.



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



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

## MINION



**Widow**
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



**Godfather**
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



**Devil's Advocate**
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



**Assassin**
Once per game, at night*, choose a player: they die, even if for some reason they could not.



**Boomdandy**
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

## DEMON



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



**Vortox**
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



**Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

*On the Brink of War — by Le Codex*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lunatic
6. Sailor
7. Engineer
8. Widow
9. Godfather
10. Devil's Advocate
11. Investigator
12. Fortune Teller
13. General
14. Dawn

## FABLED, JINXES & LORIC

### Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

### Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

### FABLED

**Djinn**
Use the Djinn's special rule. All players know what it is.

### LORIC

**Bootlegger**
This script has homebrew characters or rules.

### RECOMMENDED TRAVELLERS

**Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

**Scapegoat**
If a player of your alignment is executed, you might be executed instead.

**Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

**Bureaucrat**
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Engineer
4. Monk
5. Devil's Advocate
6. Lunatic
7. Legion
8. Po
9. Vortex
10. Assassin
11. Godfather
12. Gossip
13. Tinker
14. Ravenkeeper
15. Fortune Teller
16. Oracle
17. General
18. 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 

**Alchemist**

Show the Alchemist a not-in-play Minion token

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 

**Sailor**

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

7 

**Engineer**

The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

8 

**Widow**

Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

9 

**Godfather**

Show each of the Outsider tokens in play.

10 

**Devil's Advocate**

The Devil's Advocate points to a living player. That player survives execution tomorrow.

11 

**Investigator**

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

12 

**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.

13 

**General**

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

14 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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6 **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.

7 **Legion**
Choose a player, that player dies.

8 **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

9 **Vortox**
The Vortox points to a player. That player dies.

10 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

11 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

13 **Tinker**
The Tinker might die.

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

15 **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.

16 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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

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