# Cool Hermit v1.1.4 *by erik*

Bootlegger Djinn

## TOWNSFOLK



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



**Noble**
You start knowing 3 players, 1 and only 1 of which is evil.



**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]



**King**
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



**Dreamer**
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



**Flowergirl**
Each night*, you learn if a Demon voted today.



**Town Crier**
Each night*, you learn if a Minion nominated today.



**Undertaker**
Each night*, you learn which character died by execution today.



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



**Fisherman**
Once per game, during the day, visit the Storyteller for some advice to help you win.



**Choirboy**
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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



**Poppy Grower**
Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



**Hermit**
You have all Outsider abilities. [-0 or -1 Outsider]



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



**Mutant**
If you are "mad" about being an Outsider, you might be executed.



**Politician**
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



**Damsel**
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



**Heretic**
Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



**Fearmonger**
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



**Xaan**
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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



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



**Organ Grinder**
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

## DEMON



**Lil' Monsta**
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



**No Dashii**
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



**Fang Gu**
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. King
6. Lil' Monsta
7. Fearmonger
8. Damsel
9. Chef
10. Dreamer
11. Noble
12. General
13. Dawn

## FABLED, JINXES & LORIC

**Lil' Monsta & Scarlet Woman**

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

**Scarlet Woman & Fang Gu**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

**Lil' Monsta & Poppy Grower**

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

### BOOTLEGGER RULES

> *The Politician switching their team goes before the Heretic switching win conditions.*

### 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

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Bureaucrat**

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

**Judge**

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

**Beggar**

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

**Deviant**

If you were funny today, you cannot die by exile.

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Fearmonger
4. Scarlet Woman
5. Fang Gu
6. No Dashii
7. Lil' Monsta
8. Choirboy
9. Damsel
10. Undertaker
11. Dreamer
12. Flowergirl
13. Town Crier
14. King
15. General
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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

8  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

10  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11  **Noble**
Point to 3 players including one evil player, in no particular order.

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

13 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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

5 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

6 **No Dashii**
The No Dashii points to a player. That player dies.

7 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

8 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

9 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

10 **Undertaker**
If a player was executed today: Show that player's character token.

11 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

13 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

14 **King**
If there are more dead than living, show the King a character token of a living player.

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

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