Everybody fucking dies v1.31 v1.31.0 *by paulbrain*

Bootlegger Sentinel

TOWNSFOLK



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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.



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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

MINION



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



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



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Damsel
6. D — Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *Kazali only picks the minion type, and not the player.*

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

LORIC

Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

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.

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Lycanthrope
4. Shabaloth
5. Assassin
6. Gossip
7. Damsel
8. Moonchild
9. D — 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  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

6 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  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

4  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

5  **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.

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

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

8  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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