Ultimate Chicken Hermit v1.0.0 *by concavz*

Bootlegger · Ferryman · Sentinel

TOWNSFOLK



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



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.



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



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.

OUTSIDER



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



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



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

MINION



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



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



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

DEMON



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Lil' Monsta
6. Damsel
7. Fortune Teller
8. Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

The Hermit can be a Good Townsfolk, a Good Outsider, or an Evil Minion. They have 2 abilities of their given character type.
If the Hermit is a Townsfolk, they think they are the character of an ability that they have. They learn that they are the Hermit when only 3 players are alive.
If the Hermit is a Minion, they must be the only Minion.
If a player tries to use an ability they don't have, treat the ability the player is trying to use as poisoned.
If the Summoner creates a Lil' Monsta, they may choose to make someone a Minion. Then, the Summoner chooses who babysits Lil' Monsta.
The King always learns during the night, even if the living outnumber the dead.

FABLED

Ferryman
On the final day, all dead players regain their vote token.

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

LORIC

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Lycanthrope
3. Lil' Monsta
4. Choirboy
5. Damsel
6. Fortune Teller
7. King
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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

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

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Lycanthrope
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
3. 
   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.
4. 
   Choirboy
   If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
5. 
   Damsel
   If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
6. 
   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.
7. 
   King
   If there are more dead than living, show the King a character token of a living player.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.