An Eldritch Memory v1.0.0 by Qaday

Tor Bootlegger Djinn

TOWNSFOLK



Empath
Each night, you learn how many of your 2 alive neighbours are 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]



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



Farmer
If you die at night, an alive good player becomes a Farmer.



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



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



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



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

OUTSIDER



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



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



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Plague Doctor
When you die, the Storyteller gains a Minion ability.

MINION



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



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

DEMON



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Marionette
6. Snake Charmer
7. Witch
8. Cerenovus
9. Damsel
10. Empath
11. General
12. Mathematician
13. Leviathan
14. Dawn

FABLED, JINXES & LORIC

Leviathan & Monk
If the Leviathan nominates and executes the Monk-protected player, good wins.

Leviathan & Farmer
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

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

Plague Doctor & Goblin
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

Mathematician & Marionette
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

BOOTLEGGER RULES

> *The Cerenovous does not pick a good character. The Storyteller will choose what character the selected player is mad as.*
> *Minions do not know that a Damsel is in play.*
> *Each night, the General chooses a player. This doesn't do anything but open the possibility that they are a village idiot.*
> *The Alchemist with the Marionette ability will choose a player each night*. The Marionette, if in play and chosen, will become the good townsfolk they think they are and recieve correct information.*
> *The Oracle will wake on the first night and learn a 0.*
> *If a player were to wake up at night and choose a player they cannot (i.e. the Snake Charmer choosing a dead player), they will not be told they are not allowed to select the player, and will instead be drunk that night.*
> *The Leviathan only wins from executions if 2 good players are killed from consecutive executions.*

FABLED

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

LORIC

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. Snake Charmer
3. Monk
4. Witch
5. Cerenovus
6. Gossip
7. Acrobat
8. Damsel
9. Farmer
10. Empath
11. Oracle
12. General
13. Mathematician
14. Leviathan
15. 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		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6		**Snake Charmer** The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
7		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
8		**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.
9		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
13		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
14	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

4  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

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

7  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

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

9  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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

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

13  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

14  **Leviathan**
Change the Leviathan Day reminder for the next day.

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