# Boff Boff Pass v1.0.0 *by Backup*

Djinn

## TOWNSFOLK



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



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### 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.



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



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



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



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



### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



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

## OUTSIDER



### Tinker
You might die at any time.



### Sweetheart
When you die, 1 player is drunk from now on.



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



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINION



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



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



### Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMON



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



### Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



### 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. Philosopher
5. Sailor
6. Lil' Monsta
7. Poisoner
8. Godfather
9. Fortune Teller
10. Chambermaid
11. 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.

**Plague Doctor & Scarlet Woman**

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

**Scarlet Woman & Fang Gu**

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

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Innkeeper
6. Gambler
7. Scarlet Woman
8. Imp
9. Fang Gu
10. Lil' Monsta
11. Godfather
12. Acrobat
13. Barber
14. Sweetheart
15. Tinker
16. Ravenkeeper
17. Fortune Teller
18. Flowergirl
19. Oracle
20. Chambermaid
21. 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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

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

7  **Poisoner**
The Poisoner points to a player. That player is poisoned.

8  **Godfather**
Show each of the Outsider tokens in play.

9  **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.

10  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

11 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 
**Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 
**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.

4 
**Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 
**Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

7 
**Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

8 
**Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

9 
**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.

10 
**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.

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

12 
**Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

13 
**Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

14 
**Sweetheart**
Choose a player that is drunk.

15 
**Tinker**
The Tinker might die.

16 
**Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

17 
**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.

18 
**Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

19 
**Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

20 
**Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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