# Ending in 5 minutes or 6 seconds v1.0.0 *by huffpuffduck*

Bootlegger · Big Wig · Sentinel

## TOWNSFOLK



### Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### 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



### Tinker
You might die at any time.



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



### 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.



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

## DEMON



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

# Quick Reference

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## FIRST NIGHT

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

## FABLED, JINXES & LORIC

### BOOTLEGGER RULES

> *If the gambler gambles themselves as the gambler, the gambler dies.*

### FABLED

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

### LORIC

**Bootlegger**
This script has homebrew characters or rules.

**Big Wig**
Each nominee chooses a player: until voting, only they may speak & they are mad the nominee is good or they might die.

### RECOMMENDED TRAVELLERS

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

**Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

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

**Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Scapegoat**
If a player of your alignment is executed, you might be executed instead.

## OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Damsel
4. Tinker
5. Cult Leader
6. 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  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

# Other Nights

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1. **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. **Damsel**
   If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
4. **Tinker**
   The Tinker might die.
5. **Cult Leader**
   If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
6. **Dawn**
   Wait for a few seconds. End the Night Phase.