Beauty and the Beasts v1.0.3

by LivFreeOrPie / Bill Pz

Bootlegger Sentinel

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Lycanthrope

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Tea Lady

If both your alive neighbours are good, they can't die.



Fool

The first time you die, you don't.

OUTSIDER



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Damsel

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

MINION



Poisoner

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

DEMON



Imp

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Poisoner
6. Devil's Advocate
7. Huntsman
8. Damsel
9. Librarian
10. Noble
11. Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *The Lycanthrope does not create a "Faux Paw." No good players register as evil due to the Lycanthrope.*

FABLED



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. Poisoner
3. Devil's Advocate
4. Lunatic
5. Lycanthrope
6. Imp
7. Huntsman
8. Damsel
9. 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 
Lunatic
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

5 
Poisoner
The Poisoner points to a player. That player is poisoned.

6 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

8 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

9 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

10 
Noble
Point to 3 players including one evil player, in no particular order.

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

3 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

4 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

6 **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.

7 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

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