The End Times v1.0.0 *by Will*

Bootlegger Djinn

TOWNSFOLK



Lycanthrope

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



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.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Pacifist

Executed good players might not die.

OUTSIDER



Recluse

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



Tinker

You might die at any time.

MINION



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Boffin

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

DEMON



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FABLED, JINXES & LORIC

FABLED



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

LORIC



Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1 (D) **Dusk**

2  **Lycanthrope**

3  **Tinker**

4 (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

Other Nights

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1 D **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  **Tinker**
The Tinker might die.

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