Boffin Buffet v1.0.0 *by seaplus*

Bootlegger Djinn

TOWNSFOLK



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



Undertaker
Each night*, you learn which character died by execution today.



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



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



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



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



Fool
The first time you die, you don't.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



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



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.



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]



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Boffin Buffet — by seaplus

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Sailor
7. Lil' Monsta
8. Poisoner
9. Witch
10. Cerenovus
11. Butler
12. Grandmother
13. Dreamer
14. Cult Leader
15. Dawn

FABLED, JINXES & LORIC

Alchemist & Boffin

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Boffin & Cult Leader

If the Demon has the Cult Leader ability, they can't turn good due to this ability.

BOOTLEGGER RULES

> *If a Boffin is in play, the Demon can pick a character ability from their 3 bluffs.*

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. Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Witch
6. Cerenovus
7. Lycanthrope
8. Vigormortis
9. Lil' Monsta
10. Gossip
11. Grandmother
12. Undertaker
13. Dreamer
14. Cult Leader
15. Butler
16. 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

Boffin Buffet — by seaplus

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		**Alchemist** Show the Alchemist a not-in-play Minion token
6		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8		**Poisoner** The Poisoner points to a player. That player is poisoned.
9		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
10		**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.
11		**Butler** The Butler points to a player. Mark that player as 'Master'.
12		**Grandmother** Show the marked character token. Point to the marked player.
13		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Boffin Buffet — by seaplus

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		**Witch** If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
6		**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.
7		**Lycanthrope** The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
8		**Vigormortis** The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9		**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.
10		**Gossip** If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		**Grandmother** If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
12		**Undertaker** If a player was executed today: Show that player's character token.
13		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		**Butler** The Butler points to a player. Mark that player as 'Master'.
16	D	**Dawn** Wait for a few seconds. End the Night Phase.