A Teensy Brunch v1.0.0 *by Bobbi*

Bootlegger Sentinel

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



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



Town Crier
Each night*, you learn if a Minion nominated today.



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



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



Farmer
If you die at night, an alive good player becomes a Farmer.

OUTSIDER



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



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINION



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



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



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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Devil's Advocate
6. Chef
7. D — Dawn

FABLED, JINXES & LORIC

FABLED

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

LORIC

Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

Barista
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Matron
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

Harlot
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Devil's Advocate
4. Imp
5. Gossip
6. Farmer
7. Town Crier
8. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

6  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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  **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.

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

4  **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.

5  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

6  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

7  **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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