Kill. Nominate. Accuse. Vote. Execute. v1.0.1 *by boypower2566*

Knaves Bootlegger Djinn

TOWNSFOLK



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Flowergirl
Each night*, you learn if a Demon voted today.



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



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



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



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Pacifist
Executed good players might not die.

OUTSIDER



Saint
If you die by execution, your team loses.



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.



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

MINION



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



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.



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



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

DEMON



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Devil's Advocate
5. Witch
6. Cerenovus
7. Pixie
8. Damsel
9. Investigator
10. Empath
11. Balloonist
12. Dawn

FABLED, JINXES & LORIC

Cerenovus & Goblin
The Cerenovus may choose to make a player mad that they are the Goblin.

BOOTLEGGER RULES

Only 1 other Bootlegger rule applies during a game, players know which one it is.
Knaves: There are 2 Storytellers: one lies & one tells the truth. Once per game, at dusk, they might switch.
Super Knaves: There are 2 Storytellers: 0-2 of them lie, those who don't lie tell the truth.
Parlor Knaves: There are 3 Storytellers: At least one tells the truth, at least one lies.
Indecisive Knaves: There are 3 Storytellers: One tells the truth, One lies, One can do either.
Shuffling Knaves: There are 2 Storytellers: one lies & one tells the truth. Up to twice per game, at dusk, they might switch.
Lone Knave: There is 1 Storyteller, they either lie or tell the truth, Once per game, at dusk, they might swap.
Poisoned Knaves: There are 2 Storytellers: one lies & one tells the truth, Once per game, at the beginning of the night, the Demon may choose a Storyteller, they swap.

FABLED

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

LORIC

Knaves
There are 2 Storytellers: one lies & one tells the truth. Once per game, at dusk, they might switch.

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. Witch
4. Cerenovus
5. Fang Gu
6. Sage
7. Damsel
8. Empath
9. Flowergirl
10. Town Crier
11. Balloonist
12. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
5. **Witch**
   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. **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
8. **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9. **Investigator**
   Show the character token of a Minion in play. Point to two players, one of which is that character.
10. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11. **Balloonist**
    Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
12. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

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

3  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4  **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.

5  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

6  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

8  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

9  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

10  **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).

11  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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