Party Lines v1.2.0 *by Sinilintu7*

Bootlegger

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



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



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



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



Pacifist
Executed good players might not die.

OUTSIDER



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



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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.



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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. Poisoner
5. Devil's Advocate
6. Fearmonger
7. Mezepheles
8. Pukka
9. Fortune Teller
10. Butler
11. Clockmaker
12. Noble
13. Balloonist
14. Bounty Hunter
15. Cult Leader
16. Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *If evil outnumbers good, executions fail if only evil voted. The Politician and Zealot might register as evil for this rule.*

LORIC



Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Scapegoat
If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Devil's Advocate
4. Fearmonger
5. Mezepheles
6. Pukka
7. Vortox
8. Farmer
9. Fortune Teller
10. Flowergirl
11. Balloonist
12. Bounty Hunter
13. Cult Leader
14. Butler
15. 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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

6 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7 **Mezepheles**
Show the Mezepheles their secret word.

8 **Pukka**
The Pukka points to a player. That player is poisoned.

9 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

10 **Butler**
The Butler points to a player. Mark that player as 'Master'.

11 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

13 **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.

14 **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

15 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

16 **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		**Fearmonger** The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
5		**Mezepheles** Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
6		**Pukka** The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7		**Vortox** The Vortox points to a player. That player dies.
8		**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.
9		**Fortune Teller** The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
10		**Flowergirl** Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', 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		**Bounty Hunter** If the known evil player has died, point to another evil player.
13		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
14		**Butler** The Butler points to a player. Mark that player as 'Master'.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.