When the Intrepid Falter v1.7.1 *by Ernsty*

Spirit of Ivory Bootlegger

TOWNSFOLK



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



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Soldier
You are safe from the Demon.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

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.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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



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



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Wraith
You may choose to open your eyes at night. You wake when other evil players do.

DEMON



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]



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

Quick Reference

When the Intrepid Falter — by Ernsty

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Fearmonger
5. Mezepheles
6. Librarian
7. Chef
8. Empath
9. Butler
10. Dreamer
11. Seamstress
12. Noble
13. General
14. Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *If the faux paw is turned by the mezepheles a new faux paw is assigned.*

FABLED



Spirit of Ivory
There can't be more than 1 extra evil player.

LORIC



Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



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



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



Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.



Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



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

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Fearmonger
4. Mezepheles
5. Lycanthrope
6. Vortox
7. Vigormortis
8. Barber
9. Ravenkeeper
10. Empath
11. Dreamer
12. Town Crier
13. Seamstress
14. Butler
15. General
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

When the Intrepid Falter — by Ernsty

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		**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.
5		**Mezepheles** Show the Mezepheles their secret word.
6		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
7		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		**Butler** The Butler points to a player. Mark that player as 'Master'.
10		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		**Seamstress** The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
12		**Noble** Point to 3 players including one evil player, in no particular order.
13		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

When the Intrepid Falter — by Ernsty

1. **Dusk**
   Start the Night Phase.
2.  **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3.  **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.
4.  **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.
5.  **Lycanthrope**
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6.  **Vortox**
   The Vortox points to a player. That player dies.
7.  **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.
8.  **Barber**
   If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
9.  **Ravenkeeper**
   If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
10.  **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
11.  **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12.  **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).
13.  **Seamstress**
    If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
14.  **Butler**
    The Butler points to a player. Mark that player as 'Master'.
15.  **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.