# The Cult of the New v1.0.0 *by Will*

Bootlegger Djinn Duchess

## TOWNSFOLK



### Steward
You start knowing 1 good player.



### Knight
You start knowing 2 players that are not the Demon.



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



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



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



### Engineer
Once per game, at night, choose which Minions or which Demon is in play.



### Nightwatchman
Once per game, at night, choose a player: they learn who you are.



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



### Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

## OUTSIDER



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



### Plague Doctor
When you die, the Storyteller gains a Minion ability.

## MINION



### Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



### Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



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



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

## DEMON



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



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



### 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]



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

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Magician
6. Engineer
7. Amnesiac
8. Noble
9. Nightwatchman
10. D — Dawn

## FABLED, JINXES & LORIC

**Boffin & Village Idiot**

If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

**Boffin & Ogre**

The Demon cannot have the Ogre ability.

**Summoner & Hatter**

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

**Alchemist & Summoner**

The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

**Alchemist & Boffin**

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

**Summoner & Kazali**

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

**Summoner & Lord of Typhon**

If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

**Summoner & Engineer**

If the living Summoner is removed from play, the Storyteller has the Summoner ability.

### FABLED

**Djinn**

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

**Duchess**

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

## OTHER NIGHTS

1. D — Dusk
2. Engineer
3. Amnesiac
4. Nightwatchman
5. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Alchemist**<br>Show the Alchemist a not-in-play Minion token |
| 5 |  | **Magician** |
| 6 |  | **Engineer**<br>The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens. |
| 7 |  | **Amnesiac**<br>Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 8 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 9 |  | **Nightwatchman**<br>The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player. |
| 10 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

2  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

4  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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