# Saving Atlantis v2.0.1 *by Ash*

Djinn Bootlegger

## TOWNSFOLK



### 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.



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



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



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



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



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



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



### Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



### Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

## 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.



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



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

## MINION



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



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

## DEMON



### Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Marionette
6. Poisoner
7. Cerenovus
8. Huntsman
9. Damsel
10. Librarian
11. Butler
12. Noble
13. Balloonist
14. General
15. Leviathan
16. Dawn

## FABLED, JINXES & LORIC

**Leviathan & King**

If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

**Marionette & Balloonist**

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

**Marionette & Huntsman**

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

### BOOTLEGGER RULES

> *Princess and Leviathan: On your first day, if you nominate and execute a player other than yourself, they register as evil to the Leviathan's ability.*
> *Choirboy and Leviathan: After day 1, if the King becomes drunk or poisoned, you learn who the demon is.*

### FABLED

**Djinn**

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

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Cerenovus
4. Choirboy
5. Huntsman
6. Damsel
7. Town Crier
8. Balloonist
9. King
10. Butler
11. General
12. Leviathan
13. 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 |  | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 5 |  | **Marionette**<br>Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette. |
| 6 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 7 |  | **Cerenovus**<br>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. |
| 8 |  | **Huntsman**<br>The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token. |
| 9 |  | **Damsel**<br>Wake all the Minions, show them the 'This character selected you' card and the Damsel token. |
| 10 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 11 |  | **Butler**<br>The Butler points to a player. Mark that player as 'Master'. |
| 12 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 13 |  | **Balloonist**<br>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 |  | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 15 |  | **Leviathan**<br>Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.' |
| 16 | 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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **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.

4 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

5 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

9 **King**
If there are more dead than living, show the King a character token of a living player.

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

11 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12 **Leviathan**
Change the Leviathan Day reminder for the next day.

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