When You Miss Her v1.2.0 *by InspirationFollows*

Bootlegger · Duchess · Djinn

TOWNSFOLK



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



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



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



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



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



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.



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



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



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



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



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

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.



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



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



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



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



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



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



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

When You Miss Her — by InspirationFollows

FIRST NIGHT

1 D Dusk
2 M Minion Info
3 D Demon Info
4 Magician
5 Lunatic
6 King
7 Marionette
8 Snake Charmer
9 Pixie
10 Huntsman
11 Damsel
12 Librarian
13 Dreamer
14 Leviathan
15 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.

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

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

Magician & Marionette
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

BOOTLEGGER RULES

> *Requests to visit The Duchess must be private. Requestors learn the current visitor count, then confirm if they'll visit. At night* if there are 3 visitors, each visitor knows other visitors and learns how many visitors are evil, but 1 gets false info.*

FABLED

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.

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 D Dusk
2 Snake Charmer
3 Lunatic
4 Huntsman
5 Damsel
6 Dreamer
7 Town Crier
8 King
9 Leviathan
10 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**
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  **Magician**

5  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7  **Marionette**
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.

8  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

9  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10  **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.

11  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

13  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

3  **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

4  **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.

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

6  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

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

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