These Nights are SO Long V1.4 v1.4.0 *by Blueyes Silverfox*

Bootlegger Sentinel

TOWNSFOLK



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



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



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



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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.



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Oracle
Each night*, you learn how many dead players are evil.



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Undertaker
Each night*, you learn which character died by execution today.



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

OUTSIDER



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



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



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



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

MINION



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



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.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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

DEMON



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Sailor
6. Preacher
7. Lleech
8. Poisoner
9. Devil's Advocate
10. Cerenovus
11. Fearmonger
12. Pukka
13. Empath
14. Fortune Teller
15. Butler
16. Dreamer
17. Balloonist
18. Cult Leader
19. Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *The first player to earnestly complain about the length of the night phase, something good or bad might happen to thier team.*

FABLED



Sentinel
There might be 1 extra or 1 fewer Outsider in play.

LORIC



Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Preacher
4. Poisoner
5. Innkeeper
6. Monk
7. Devil's Advocate
8. Cerenovus
9. Fearmonger
10. Lunatic
11. Exorcist
12. Pukka
13. No Dashii
14. Vortox
15. Lleech
16. Empath
17. Fortune Teller
18. Undertaker
19. Dreamer
20. Oracle
21. Balloonist
22. Cult Leader
23. Butler
24. 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		**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.
5		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		**Preacher** The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
8		**Poisoner** The Poisoner points to a player. That player is poisoned.
9		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		**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.
11		**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.
12		**Pukka** The Pukka points to a player. That player is poisoned.
13		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
14		**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.
15		**Butler** The Butler points to a player. Mark that player as 'Master'.
16		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		**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.
18		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
19	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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

2 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

7 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

8 **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.

9 **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.

10 **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.

11 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

12 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

13 **No Dashii**
The No Dashii points to a player. That player dies.

14 **Vortox**
The Vortox points to a player. That player dies.

15 **Lleech**
The Lleech points to a player. That player dies.

16 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

17 **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.

18 **Undertaker**
If a player was executed today: Show that player's character token.

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

20 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

21 **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.

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

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

24 D **Dawn**

Wait for a few seconds. End the Night Phase.