Stubbornness of Bureaucracy v2.0.0 *by TapsMaps*

Bootlegger Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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.



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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.



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



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



Tinker
You might die at any time.



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.



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Stubbornness of Bureaucracy — by TapsMaps

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Widow
6. Godfather
7. Witch
8. Pukka
9. Fortune Teller
10. Noble
11. Balloonist
12. Mathematician
13. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Recluse & Sage

The Recluse might register as the Demon to the Sage.

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

Marionette & Balloonist

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

Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

BOOTLEGGER RULES

> *The Drunk and Politician are never in-play.*

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. Gambler
3. Monk
4. Witch
5. Scarlet Woman
6. Imp
7. Pukka
8. Fang Gu
9. Godfather
10. Acrobat
11. Barber
12. Sage
13. Tinker
14. Fortune Teller
15. Oracle
16. Balloonist
17. Mathematician
18. 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  **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.

5  **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

6  **Godfather**
Show each of the Outsider tokens in play.

7  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8  **Pukka**
The Pukka points to a player. That player is poisoned.

9  **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.

10  **Noble**
Point to 3 players including one evil player, in no particular order.

11  **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.

12  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

13 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  **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

4  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

6  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

8  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

10  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

11  **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.

12  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

13  **Tinker**
The Tinker might die.

14  **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.

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

16  **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.

17  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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