Goblin Roulette v1.0.0 *by Monstrox*

Pope Bootlegger

TOWNSFOLK



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

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.



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Lil' Monsta
6. Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *I Claim Goblin! Each non-Demon player is either Goblin, Alcheist-Goblin or thinks they are one of those!*
> *All Outsiders are the Hermit, Alchemists receive true info.*
> *The Vortox ability is changed, from "Each day, if no one is executed, Evil wins" to "Each day, if an Alchemist-Goblin or Goblin is not executed, Evil wins." All other Demons also have this ability.*
> *This is just a funny script, mainly meant for a group to practice reading eachother socially and meta-ing the ST.*

LORIC

Pope
There are duplicate good characters in play. They might also be bluffs.

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Vortox
3. Lil' Monsta
4. 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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6	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  **Vortox**
The Vortox points to a player. That player dies.

3  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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