State of Emergency v1.2.0 *by Angelo*

Bootlegger Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Chef
You start knowing how many pairs of evil players there are.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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.



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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



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

OUTSIDER



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



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



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



Recluse
You might register as evil & as a Minion or Demon, even if dead.

MINION



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



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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.

DEMON



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

State of Emergency — by Angelo

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Magician
6. Lunatic
7. Widow
8. Godfather
9. Librarian
10. Investigator
11. Chef
12. Fortune Teller
13. Butler
14. Seamstress
15. Nightwatchman
16. Chambermaid
17. Dawn

FABLED, JINXES & LORIC



Pit-Hag & Village Idiot

If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.



Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.



Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

BOOTLEGGER RULES

> *The Storyteller may prompt the Pit-Hag to choose differently.*

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. Pit-Hag
3. Lunatic
4. Godfather
5. Fortune Teller
6. Undertaker
7. Seamstress
8. Nightwatchman
9. Butler
10. Chambermaid
11. 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

State of Emergency — by Angelo

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  **Magician**

6  **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.

7  **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.

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

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

10  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

11  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

12  **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.

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

14  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

15  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

16  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

Other Nights

State of Emergency — by Angelo

1 D

Dusk

Start the Night Phase.

2 

Pit-Hag

The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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 

Godfather

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

5 

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.

6 

Undertaker

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

7 

Seamstress

If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

8 

Nightwatchman

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

9 

Butler

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

10 

Chambermaid

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

11 D

Dawn

Wait for a few seconds. End the Night Phase.