Beauty of Executions v1.0.7 *by Majkl11*

Bootlegger Sentinel

TOWNSFOLK



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.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Zealot
If there are 5 or more players alive, you must vote for every nomination.

MINION



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Courtier
5. Investigator
6. Chef
7. D — Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *Nominator isn't killed by Virgin immediately: after nomination ends.*
> *The Investigator learns an out-of-play minion*
> *If no execution occurs in top 3: if there is Mayor and Vortox, Mayor ability overrides.*

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. D — Dusk
2. Courtier
3. Lycanthrope
4. Vortox
5. 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		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
5		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
6		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
7	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  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

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

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