# Day One Win v1.0.0 *by Michael*

Bootlegger Doomsayer

## TOWNSFOLK



### Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



### Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



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



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



### 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.



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

## OUTSIDER



### Tinker
You might die at any time.



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



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINION



### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



### Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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



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

## DEMON



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Fearmonger
6. Washerwoman
7. Investigator
8. Empath
9. Clockmaker
10. Dreamer
11. Noble
12. Cult Leader
13. D — Dawn

## FABLED, JINXES & LORIC

### FABLED

**Doomsayer**
If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

### LORIC

**Bootlegger**
This script has homebrew characters or rules.

## OTHER NIGHTS

1. D — Dusk
2. Fearmonger
3. Acrobat
4. Barber
5. Tinker
6. Empath
7. Dreamer
8. Cult Leader
9. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>Show the Alchemist a not-in-play Minion token |
| 5 |  | **Fearmonger**<br>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. |
| 6 |  | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 7 |  | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 8 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 9 |  | **Clockmaker**<br>Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion. |
| 10 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 11 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 12 |  | **Cult Leader**<br>If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly. |
| 13 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

2 **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.

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

4 **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.

5 **Tinker**
The Tinker might die.

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

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

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

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