# Dimension of Truth v1.5.0 *by skrewvv Loose*

Bootlegger Djinn

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



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



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



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



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



### Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



### Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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



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



### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### 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.



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

## MINION



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



### 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)



### Baron
There are extra Outsiders in play. [+2 Outsiders]

## DEMON



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

# Quick Reference

*Dimension of Truth — by skrewv Loose*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Magician
6. Lunatic
7. Marionette
8. Poisoner
9. Empath
10. Grandmother
11. Dreamer
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.

**Pit-Hag & Goon**
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

**Mathematician & Lunatic**
The Mathematician learns if the Lunatic attacks a different player than the real Demon attacked.

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

**Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

### 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. Poppy Grower
3. Poisoner
4. Gambler
5. Pit-Hag
6. Scarlet Woman
7. Lunatic
8. Lycanthrope
9. Shabaloth
10. No Dashii
11. Assassin
12. Gossip
13. Barber
14. Grandmother
15. Ravenkeeper
16. Empath
17. Dreamer
18. Mathematician
19. 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 
**Poppy Grower**
Do not inform the Demon/Minions who each other are

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 
**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.

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

9 
**Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

10 
**Grandmother**
Show the marked character token. Point to the marked player.

11 
**Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

5 **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.

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

7 **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.

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

9 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

10 **No Dashii**
The No Dashii points to a player. That player dies.

11 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

12 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

13 **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.

14 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

15 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

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

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

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