Silent Reign v1.0.4 *by Shrimp*

Bootlegger Djinn

TOWNSFOLK



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



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



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



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



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



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.



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lil' Monsta
5. Widow
6. Investigator
7. Empath
8. D — Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir
The Storyteller doesn't declare the Vizier is in play.

Lil' Monsta & Vizier
If the Vizier is babysitting Lil' Monsta, they die when executed.

Vizier & Investigator
The Storyteller doesn't declare the Vizier is in play.

Recluse & Sage
The Recluse might register as the Demon to the Sage.

BOOTLEGGER RULES

> *If the Lil' Monsta is being held by a minion, the Alsaahir may only guess the minions to win.*

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. D — Dusk
2. Lil' Monsta
3. Sage
4. Empath
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  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

5  **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.

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

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

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   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.
3. 
   Sage
   If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
4. 
   Empath
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
5. **Dawn**
   Wait for a few seconds. End the Night Phase.