Reasonable* Rejects v1.0.0 *by Dominic*

Bootlegger Hell's Librarian

TOWNSFOLK



Oracle
Each night*, you learn how many dead players are evil.



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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

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.

MINION



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Fearmonger
5. D — Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *(This script consists of the characters which, at the time, hadn't appeared on any other Teensyville scripts I'd made, hence the appearance of the Bootlegger by that principle too rather than there being a homebrew in mind. Have fun with it.)*

FABLED



Hell's Librarian
Something bad might happen to whoever talks when the Storyteller has asked for silence.

LORIC



Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



Butcher
Each day, after the 1st execution, you may nominate again.



Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.



Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. D — Dusk
2. Fearmonger
3. Exorcist
4. Al-Hadikhia
5. Sage
6. Tinker
7. Undertaker
8. Oracle
9. Juggler
10. 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		**Fearmonger**	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.
5	D	**Dawn**	Wait for a few seconds. End the Night Phase.

Other Nights

Reasonable Rejects — by Dominic*

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 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

4 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

5 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

6 **Tinker**
The Tinker might die.

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

8 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

9 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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