Guessamorphosis v1.0.0 *by Nate*

Bootlegger Djinn

TOWNSFOLK



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Slayer

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Goon

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



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

MINION



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Goblin

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

DEMON



Ojo

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



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Engineer
5. Preacher
6. Mezepheles
7. Bounty Hunter
8. Dawn

FABLED, JINXES & LORIC

Legion & Minstrel

If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

BOOTLEGGER RULES

> *Once per game, each good player may publicly guess all evil players. If correct, good wins.*
> *When a player changes alignment, a player of the opposite alignment does too. Setup included.*

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. Engineer
3. Preacher
4. Mezepheles
5. Legion
6. Bounty Hunter
7. 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  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

5  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

6  **Mezepheles**
Show the Mezepheles their secret word.

7  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

8 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  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5  **Legion**
Choose a player, that player dies.

6  **Bounty Hunter**
If the known evil player has died, point to another evil player.

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