Spare Change (Beggar) v1.0.0 *by Mateo Price*

Bootlegger

TOWNSFOLK



Steward
You start knowing 1 good player.



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



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Fool
The first time you die, you don't.

OUTSIDER



Tinker
You might die at any time.



Saint
If you die by execution, your team loses.

MINION



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



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

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FIRST NIGHT

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

FABLED, JINXES & LORIC

LORIC



Bootlegger

This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Zombuul
4. Professor
5. Tinker
6. Undertaker
7. Oracle
8. 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.  — **Poisoner**
   The Poisoner points to a player. That player is poisoned.
5. D — **Dawn**
   Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Poisoner
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
4. 
   Professor
   If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
5. 
   Tinker
   The Tinker might die.
6. 
   Undertaker
   If a player was executed today: Show that player's character token.
7. 
   Oracle
   Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.