Siege of Typhon v1.0.2 *by D.Ranpo*

Bootlegger Djinn

TOWNSFOLK



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



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



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



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



Alchemist
You have a not-in-play Minion ability.



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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

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.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]

MINION



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



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

Siege of Typhon — by D.Ranpo

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Devil's Advocate
7. Mezepheles
8. Pixie
9. Empath
10. Bounty Hunter
11. Cult Leader
12. Dawn

FABLED, JINXES & LORIC

Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

BOOTLEGGER RULES

> *Players may not leave their seats to talk in private.*
> *Players may only talk in private with their neighbors.*
> *Minions & Demons do not know each other.*
> *Tip: Good players should disguise as Evil to confuse the Minions.*

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

LORIC

Bootlegger

This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Devil's Advocate
4. Mezepheles
5. Assassin
6. Sage
7. Professor
8. Empath
9. Bounty Hunter
10. Cult Leader
11. 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

Siege of Typhon — by D.Ranpo

1 **Dusk**
Start the Night Phase.

2 **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 **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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Alchemist**
Show the Alchemist a not-in-play Minion token

6  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

8  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

10  **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.

11  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

Siege of Typhon — by D.Ranpo

1 D **Dusk**
Start the Night Phase.

2  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

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  **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.

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

7  **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.

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

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

10  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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