The Lord of the Rings v2.0.0 *by Paddu*

Ferryman

TOWNSFOLK



Steward
You start knowing 1 good player.



Knight
You start knowing 2 players that are not the Demon.



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Town Crier
Each night*, you learn if a Minion nominated today.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Farmer
If you die at night, an alive good player becomes a Farmer.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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



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

OUTSIDER



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



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Saint
If you die by execution, your team loses.

MINION



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



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



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.



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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. King
5. Witch
6. Fortune Teller
7. Noble
8. General
9. D — Dawn

FABLED, JINXES & LORIC

FABLED



Ferryman
On the final day, all dead players regain their vote token.

OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Witch
4. Zombuul
5. Assassin
6. Choirboy
7. Farmer
8. Fortune Teller
9. Town Crier
10. King
11. General
12. 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

6  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

7  **Noble**
Point to 3 players including one evil player, in no particular order.

8  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

9 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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

7 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

8 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

9 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

10 **King**
If there are more dead than living, show the King a character token of a living player.

11 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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