People's Poppy v1.0.0 by Đ¿?¢

Djinn

TOWNSFOLK

Investigator

You start knowing that 1 of 2 players is a particular Minion.

Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

Professor

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

Innkeeper

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

Tea Lady

If both your alive neighbours are good, they can't die.

Fisherman

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

OUTSIDER

Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

Golem

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

MINION

Devil's Advocate

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

Baron

There are extra Outsiders in play. [+2 Outsiders]

DEMON

Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Lleech
6. Devil's Advocate
7. Investigator
8. Dawn

FABLED, JINXES & LORIC

Heretic & Baron
Only 1 jinxed character can be in play.

Heretic & Lleech
Only 1 jinxed character can be in play.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Innkeeper
4. Devil's Advocate
5. Lleech
6. Professor
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 **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

7 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

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

5 **Lleech**
The Lleech points to a player. That player dies.

6 **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.

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