Potion Popping 1.0.1 v1.0.1 *by Bunnybaby*

Djinn

TOWNSFOLK



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



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



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



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



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



Saint
If you die by execution, your team loses.



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

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.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



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

Potion Popping 1.0.1 — by Bunnybaby

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Sailor
8. Lleech
9. Poisoner
10. Godfather
11. Amnesiac
12. Washerwoman
13. Fortune Teller
14. Seamstress
15. Noble
16. Balloonist
17. D — Dawn

FABLED, JINXES & LORIC

Pit-Hag & Village Idiot
If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

Boffin & Village Idiot
If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Alchemist & Boffin
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Boffin & Drunk
The Demon cannot have the Drunk ability.

Pit-Hag & Politician
If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

Boffin & Politician
The Demon cannot have the Politician ability.

FABLED

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

RECOMMENDED TRAVELLERS

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

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.

Barista
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

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

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Sailor
4. Poisoner
5. Pit-Hag
6. Lunatic
7. Zombuul
8. Vigormortis
9. Lleech
10. Godfather
11. Acrobat
12. Amnesiac
13. Fortune Teller
14. Seamstress
15. Balloonist
16. 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

Potion Popping 1.0.1 — by Bunnybaby

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

5 
Poppy Grower
Do not inform the Demon/Minions who each other are

6 
Lunatic
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7 
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8 
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

9 
Poisoner
The Poisoner points to a player. That player is poisoned.

10 
Godfather
Show each of the Outsider tokens in play.

11 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12 
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

13 
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.

14 
Seamstress
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

15 
Noble
Point to 3 players including one evil player, in no particular order.

16 
Balloonist
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

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

Other Nights

Potion Popping 1.0.1 — by Bunnybaby

1 **Dusk**
Start the Night Phase.

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **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.

4  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5  **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6  **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

8  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

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

10  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

11  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

12  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13  **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.

14  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

15  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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