

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



King

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



Flowergirl

Each night*, you learn if a Demon voted today.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Fisherman

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



Professor

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



Tea Lady

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



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]



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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



Snitch

Minions start knowing 3 not-in-play characters.



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Drunk

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



Sweetheart

When you die, 1 player is drunk from now on.

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.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

Girl's Gotta Eat — by Habby

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  King
- 6  Poisoner
- 7  Godfather
- 8  Chef
- 9  Butler
- 10  Dreamer
- 11  Dawn

FABLED, JINXES & LORIC



Cannibal & Butler

If the Cannibal gains the Butler ability, the Cannibal learns this.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Monk
- 4  Pit-Hag
- 5  Shabaloth
- 6  Godfather
- 7  Sweetheart
- 8  Professor
- 9  Choirboy
- 10  Farmer
- 11  Ravenkeeper
- 12  Dreamer
- 13  Flowergirl
- 14  King
- 15  Butler
- 16  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

Girl's Gotta Eat — by Habby

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		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Poisoner The Poisoner points to a player. That player is poisoned.
7		Godfather Show each of the Outsider tokens in play.
8		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
9		Butler The Butler points to a player. Mark that player as 'Master'.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Girl's Gotta Eat — by Habby

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		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		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.
5		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
6		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
7		Sweetheart Choose a player that is drunk.
8		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.
9		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
10		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.
11		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
14		King If there are more dead than living, show the King a character token of a living player.
15		Butler The Butler points to a player. Mark that player as 'Master'.
16		Dawn Wait for a few seconds. End the Night Phase.