Show and Tell v1.0.0 *by Zadon*

Djinn

TOWNSFOLK

Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

Engineer
Once per game, at night, choose which Minions or which Demon is in play.

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.

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

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

Soldier
You are safe from the Demon.

Fool
The first time you die, you don't.

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

Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

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

OUTSIDER

Snitch
Minions start knowing 3 not-in-play characters.

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

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

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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

MINION

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

Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

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

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

Show and Tell — by Zadon

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poppy Grower
6. Magician
7. Snitch
8. Engineer
9. Lil' Monsta
10. Devil's Advocate
11. Evil Twin
12. Fearmonger
13. Librarian
14. Seamstress
15. Nightwatchman
16. Spy
17. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Magician

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Spy & Poppy Grower

If the Poppy Grower has their ability, the Spy does not see the Grimoire.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Engineer
5. Devil's Advocate
6. Fearmonger
7. Lil' Monsta
8. Gossip
9. Barber
10. Professor
11. Farmer
12. Seamstress
13. Nightwatchman
14. Spy
15. 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 **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 **Poppy Grower**
Do not inform the Demon/Minions who each other are

6 **Magician**

7 **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.

8 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

9 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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

11 **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

12 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

13 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

16 **Spy**
Show the Grimoire to the Spy for as long as they need.

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

Other Nights

Show and Tell — by Zadon

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

4 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

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

6 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

8 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

9 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

10 **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.

11 **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.

12 **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.

13 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

14 **Spy**
Show the Grimoire to the Spy for as long as they need.

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