Touch Grass v1.3.0 *by Cold Hands*

Djinn

TOWNSFOLK



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Oracle
Each night*, you learn how many dead players are evil.



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their 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.



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



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



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

OUTSIDER



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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.

MINION



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



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



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Touch Grass — by Cold Hands

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Godfather
6. Witch
7. Cerenovus
8. Pixie
9. Damsel
10. Clockmaker
11. Seamstress
12. Balloonist
13. Chambermaid
14. Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

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.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Witch
4. Cerenovus
5. Fang Gu
6. Godfather
7. Acrobat
8. Barber
9. Damsel
10. Moonchild
11. Oracle
12. Seamstress
13. Balloonist
14. Chambermaid
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

Touch Grass — by Cold Hands

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. **Marionette**
   Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5. **Godfather**
   Show each of the Outsider tokens in play.
6. **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
7. **Cerenovus**
   The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8. **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
9. **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10. **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11. **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.
12. **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.
13. **Chambermaid**
    The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

Touch Grass — by Cold Hands

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 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

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

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

8 **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.

9 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

10 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

11 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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 **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.

14 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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