

TOWNSFOLK



Chef

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



Librarian

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



King

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Flowergirl

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



Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Fisherman

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



Alchemist

You have a not-in-play Minion ability.



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]



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



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



Sweetheart

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Drunk

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



Barber

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

MINION



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.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

Ojojo Ozempic — by huffpuffduck

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  King
- 6  Courtier
- 7  Snake Charmer
- 8  Fearmonger
- 9  Librarian
- 10  Chef
- 11  Grandmother
- 12  Dawn

FABLED, JINXES & LORIC



Alchemist & Organ Grinder

If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Courtier
- 3  Snake Charmer
- 4  Fearmonger
- 5  Scarlet Woman
- 6  Barber
- 7  Sweetheart
- 8  Choirboy
- 9  Farmer
- 10  Grandmother
- 11  Flowergirl
- 12  King
- 13  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		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		Alchemist Show the Alchemist a not-in-play Minion token
5		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		Courtier The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
7		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
8		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.
9		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		Grandmother Show the marked character token. Point to the marked player.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Ojojo Ozempic — by huffpuffduck

1		Dusk Start the Night Phase.
2		Courtier Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
3		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
4		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.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		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.
7		Sweetheart Choose a player that is drunk.
8		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
9		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.
10		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
11		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
12		King If there are more dead than living, show the King a character token of a living player.
13		Dawn Wait for a few seconds. End the Night Phase.