# Flower Fields v1.0.2 *by SemRednael*

Bootlegger · Storm Catcher · Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



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



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



**Bounty Hunter**
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



**Empath**
Each night, you learn how many of your 2 alive neighbours are evil.



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



**Town Crier**
Each night*, you learn if a Minion nominated today.



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



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



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



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



**Virgin**
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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

## OUTSIDER



**Hermit**
You have all Outsider abilities. [-0 or -1 Outsider]



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



**Recluse**
You might register as evil & as a Minion or Demon, even if dead.



**Mutant**
If you are "mad" about being an Outsider, you might be executed.

## MINION



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



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



**Summoner**
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



**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.



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

## DEMON



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



**Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.

# Quick Reference

*Flower Fields — by SemRednael*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. Lil' Monsta
7. Courtier
8. Cerenovus
9. Pixie
10. Empath
11. Noble
12. Balloonist
13. Bounty Hunter
14. Spy
15. Dawn

## FABLED, JINXES & LORIC

**Legion & Summoner**
If Legion is summoned, all evil players become Legion.

**Summoner & Courtier**
If the living Summoner has no ability, the Storyteller has the Summoner ability.

**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.

**Summoner & Poppy Grower**
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

### BOOTLEGGER RULES

> *the poppy grower is storm caught.*

### FABLED

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

### LORIC

**Bootlegger**
This script has homebrew characters or rules.

**Storm Catcher**
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Courtier
4. Monk
5. Cerenovus
6. Lunatic
7. Legion
8. Vortox
9. Lil' Monsta
10. Empath
11. Town Crier
12. Balloonist
13. Bounty Hunter
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 

**Poppy Grower**

Do not inform the Demon/Minions who each other are

5 

**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.

6 

**Lil' Monsta**

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

7 

**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.

8 

**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.

9 

**Pixie**

Show the Pixie 1 in-play Townsfolk character token.

10 

**Empath**

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

11 

**Noble**

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

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 

**Bounty Hunter**

Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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.

# Other Nights

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1 D **Dusk**
Start the Night Phase.

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

3 **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.

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 **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.

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 **Legion**
Choose a player, that player dies.

8 **Vortox**
The Vortox points to a player. That player dies.

9 **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.

10 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

11 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

12 **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.

13 **Bounty Hunter**
If the known evil player has died, point to another evil 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.