

The One Time Chef Can Shine

v1.0.0 by Dahlia

TOWNSFOLK



Empath

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



Poppy Grower

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



Pacifist

Executed good players might not die.



Town Crier

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



Chef

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

OUTSIDER



Lunatic

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



Drunk

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

DEMON



Legion

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

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Lunatic
- 6  Chef
- 7  Empath
- 8  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Lunatic
- 4  Legion
- 5  Empath
- 6  Town Crier
- 7  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		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		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
7		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
3		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.
4		Legion Choose a player, that player dies.
5		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
6		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).
7		Dawn Wait for a few seconds. End the Night Phase.