

TOWNSFOLK



Grandmother

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



Shugenja

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



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Snake Charmer

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Flowergirl

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



Oracle

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



Monk

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



Acrobat

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



Gossip

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Soldier

You are safe from the Demon.



Poppy Grower

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

OUTSIDER



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Lunatic

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



Sweetheart

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION



Godfather

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



Cerenovus

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



Marionette

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



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.



Boondandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Vortex

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

Quick Reference

A Pocket Full of Posies — by Shrimp

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Lunatic
- 6  Marionette
- 7  Snake Charmer
- 8  Godfather
- 9  Evil Twin
- 10  Cerenovus
- 11  Grandmother
- 12  Cult Leader
- 13  Dawn

FABLED, JINXES & LORIC



Plague Doctor & Evil Twin

If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.



Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.



Plague Doctor & Boomdandy

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

BOOTLEGGER RULES

 The Poppy Grower's ability yields true info.

FABLED



Djinn

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

LORIC



Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Snake Charmer
- 4  Monk
- 5  Cerenovus
- 6  Lunatic
- 7  Imp
- 8  Po
- 9  Vortex
- 10  Vigormortis
- 11  Godfather
- 12  Gossip
- 13  Acrobat
- 14  Sweetheart
- 15  Grandmother
- 16  Flowergirl
- 17  Oracle
- 18  Cult Leader
- 19  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

A Pocket Full of Posies — by Shrimp

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		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.
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		Godfather Show each of the Outsider tokens in play.
9		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.
10		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.
11		Grandmother Show the marked character token. Point to the marked player.
12		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

A Pocket Full of Posies — by Shrimp

1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
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		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. 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		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
8		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
9		Vortex The Vortex points to a player. That player dies.
10		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
14		Sweetheart Choose a player that is drunk.
15		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
16		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
17		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
18		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
19		Dawn Wait for a few seconds. End the Night Phase.