

Fabled



Spirit of Ivory There can't be more than 1 extra evil player.

Townfolk



Unn (Tombliboo) Minions know you are in play. If you successfully complete the Tombliboo song[®] on your first day & the Minions don't guess you, learn some true statements, but if they guess who you are, at least one is false. Other players who do any of these actions may die tonight.



Ooo (Tombliboo) You start knowing Oliver[®]'s character. If Oliver is evil, learn a good character (Oliver learns which). If you are Oliver, choose a player: learn their character.



Makka Pakka Each night, choose a player: you learn their alignment. If you publicly clean a rock or make a funny noise, you lose your ability.



Makka Pakka's Rock You think you're Makka Pakka. If you publicly clean a rock[®], all players learn which team the Storyteller thinks is winning. If you make a funny noise, you lose your ability.



Makka Pakka's Trumpet You think you're Makka Pakka. If you publicly make a funny noise[®], Upsy Daisy is drunk for 2 days (inflating skirt is optional). If you clean a rock, lose this ability. [+ Upsy Daisy].



Ninky Nonk Each night*, you may choose a player: swap characters with them. If they are evil, you become evil too[®]. Haahoos might register as good & as a Townfolk or Outsider to you.



Pontipines x3 You start knowing a Pontipine. The demon knows how many Pontipines are in play & if they guess who you all are at night (once), you all die. You have the Amnesiac[®]'s ability. If you choose a Tombliboo, you are drunk from now on (you are stuck in their trousers).



Daddy Wottinger Once per game, at night*, choose a player: if they are on the opposite team, they die. If they are the Demon, they do not die and you learn this.



Teletubbies Once per game, at night, choose a Townfolk from a base script[®]: gain their ability.



Iggie Piggle Once per game, you may visit the Storyteller in private to ask a silly yes/no question[®]. Once per game, at night, choose a player: if you choose Iggie Piggle's Blanket, they become a Savant. [+ Iggie Piggle's Blanket].



A Wottinger Each night, the 1st player to choose you with their ability is drunk until dusk & you learn their character.



The Gazebo Your team can't lose[®]. If the Demon kills a player (not yourself), another player might die instead. If this happens, you learn who the Demon chose.



Teenager The Storyteller may break the game's rules & if executed, good wins (even if dead)[®]. [No evil characters].

Extra Abilities



Tombliboos *Ability belonging to each Tombliboo:* Other Tombliboos are safe from the Demon. *General ability (no specific player):* Tombliboos do not count towards the evil win condition[®].

Outsiders



Upsy Daisy's Bed

You think you are good. If Upsy Daisy is the Demon, you are evil, even if dead. Once per game, at night, you may make an evil face: if you are evil, the Demon learns who you are, but if you are good, the Storyteller gains a not-in-play Minion ability.



Iggle Piggle's Blanket

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



Tittifers

On your first day & once only 5 players live, publicly choose three alive players (including yourself). Chosen players must correctly do the Tittifer head movements (accompanied)[@] with everyone's eyes closed. If any of you fail, you die tonight.



Eee (Tombliboo)

If you use the letter 'e', you might die tonight.



Drugged

You think you are a not-in-play Townsfolk character, but you are not.

Minions



Pinky Ponk

Each night*, choose a player & a character: if not in play, they become this character. If a Demon is made, deaths tonight are arbitrary.



Script Writer

Each night*, guess every player's character[@]: learn how many you got correct. If you get every character correct, your team wins. [-1 outsider].



The Narrator

Each night, choose a player & a good character: if they are not "mad" that they are this character tomorrow, they might be executed.



Sleepy Flower

You start knowing a secret phrase. For each time you said it publicly today, a player might not wake tonight. You learn who.



Evil Wottinger

Let $X \in \{1, 2, 3, 4\}$. On night $X^@$, all Townsfolk are poisoned until dusk. [X Outsiders][@].

Demons



Upsy Daisy

Each night*, choose a player: they die. Minions you kill keep their ability. [+ Makka Pakka's Trumpet]. [+ Upsy Daisy's Bed].



The Child

Each night, Minions choose who babysits The Child: they are the Demon. A player dies each night*. [+1 Minion].



Haahoos

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



Andrew Davenport

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies. Tombliboos are not safe from you. [+1 outsider].

* = not the first night

@ = see clarifications (below)

[v1.4]

Clarifications

*Characters marked with @ above have clarifications listed here.
Please read these if you are this character, or are unsure about how it works.*

Tombliboos - E.g. if the alive players are Upsy Daisy, The Gazebo, Unn and Eee, evil wins immediately.

Unn - Doing the Tombliboo song consists of three parts (in order):

“Knock on the door” Knock on an exterior door. It does not have to be loud.

“Sit on the floor” Sit on the floor for at least 10 seconds in the room containing the town square.

“Here is my nose” Touch your nose with one fingertip for at least 2 seconds during nominations.

The storyteller doesn't need to see these, but please let them know (truthfully) if you did it or not.

Visit the storyteller in private on day 2 to learn the statements (unless they were written down in the night).

Ooo - If Oliver is not playing, or if there are multiple Olivers, a player will be decided to be Oliver for this game.

Makka Pakka & Co. - The action of cleaning a rock or making a funny noise must be announced by your Storyteller - please make sure you get the Storyteller to announce it, as it is a public action.

Ninky Nonk - See Spirit of Ivory. Do not play this character without Spirit of Ivory.

Pontipines - Amnesiac: "You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.". You should expect your ability to be weaker than a normal amnesiac ability.

Teletubbies - A base script means Trouble Brewing, Bad Moon Rising or Sects & Violets.

Iggle Piggle - A silly question must take the form of one of the following (remember you are Iggle Piggle):

“Would I find [player]’s character attractive?”

“Would I enjoy being stuck in the Ninky Nonk with [player]?”

“Would I win a fight against [player]?”

As much as the Storyteller might want to say “maybe” or “I’m not sure”, they must answer yes or no.

The Gazebo - If any win conditions triggered while you were alive, they trigger immediately when you die in the order that they happened.

Teenager - If the Teenager is not in play and the Storyteller is executed, evil wins.

Tittifers - youtu.be/9N6GaPsyNs?t=35. Any of the first 3 notes may be done incorrectly.

Script Writer - Please write your guesses on your phone during the day and then show this during the night.

Evil Wottinger - The first night is night 1. Outsider modification trumps all other outsider modification.

Jinx's

Pinky Ponk & Iggle Piggle's Blanket - If the Pinky Ponk creates an Iggle Piggle's Blanket, the storyteller chooses which player it is.

Teletubbies & Philosopher - The philosopher may choose any Townsfolk on a base script, but may not choose a character from this script.

Teletubbies - There might be a Jinx involving the character you choose. Ask the Storyteller if you're not sure.

Upsy Daisy's Bed & Confused Wottinger - If the Storyteller would gain the Confused Wottinger ability, a living Minion gains this ability instead & learns this.

Upsy Daisy's Bed & Script Writer - If the Storyteller would gain the Script Writer ability, a living Minion gains this ability instead & learns this.

A Wottinger & Script Writer - The Script Writer does not trigger A Wottinger's ability.

Andrew Davenport & Pontipines - If Andrew Davenport chooses “Pontipines”, only one Pontipine dies.

Night Order

First Night

(?) Evil Wottinger

Minion & Demon Info

The Child (choose demon)

Confused Wottinger (which ability)

Pontipines (demon info)

Unn (minion info)

Iggle Piggle's Blanket (minion info)

Pontipines (learn another player)

Upsy Daisy's Bed (evil face)

The Narrator

Teletubbies

Daddy Wottinger

Ooo

Makka Pakka & Co.

Pontipines (individual abilities)

Other Nights

(?) Evil Wottinger

(?) Eee, Tittifers, Unn

Sleepy Flower (decide who)

Upsy Daisy's Bed (evil face)

Teletubbies

Script Writer

Ninky Nonk

Pinky Ponk

The Narrator

Pontipines

Upsy Daisy

Haahoos

Andrew Davenport

The Child (kill)

The Child (choose demon)

The Gazebo

A Wottinger

Iggle Piggle

Daddy Wottinger

Makka Pakka & Co.

Pontipines