

Fabled



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

Townsfolk



Unn Minions know you are in play. If you successfully complete the Tombliboo song (door; floor; nose >2s during nominations) on your first day & the Minions don't guess you, learn 2 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. You are a Tombliboo. Other Tombliboos are safe from the Demon. If the only players on your team are Tombliboos, your team loses.



Ooo You start knowing Oliver's character. If Oliver is evil, you are drunk. If you are Oliver, choose a player: learn their character. You are a Tombliboo. Other Tombliboos are safe from the Demon. If the only players on your team are Tombliboos, your team loses.



Makka Pakka Each night, choose a player: you learn their alignment. If you 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 who the Trumpet is. If you make a funny noise, you lose your ability. [+ drunk Trumpet].



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 Townsfolk or Outsider to you.



Pontipines x3 You start knowing who the Pontipines are. The demon knows how many Pontipines are in play & if they guess who you all are at night (once), you all die. You have another ability, but you don't know what it is. Each day, you may privately guess what it is: you learn how accurate you are. If you choose a Tombliboo with your ability, you are drunk until dusk (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.



Teletubbies Once per game, at night, choose a Townsfolk from a base script: gain their ability.



Iggle Piggle You start knowing how many players can wake in the night due to their own ability (go to sleep, Iggle Piggle...). Once per game, at night, choose a player: if you choose Iggle Piggle's Blanket, they become a Savant. [+ Iggle 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 just 3 players live, your team wins.

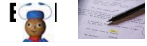


Teenager The Storyteller may break the game's rules & if executed, good wins (even if dead). [No evil characters]. (*If not in play and the Storyteller is executed, evil wins*).

Outsiders



Upsy Daisy's



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

If you use the letter 'e', you might die tonight. You are a Tombliboo. Other Tombliboos are safe from the Demon. If the only players on your team are Tombliboos, your team loses.



Suspicious Plant

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

Minions



Dirty 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, you may choose two players: the first is "mad" that the second is evil, or both might die.



Poisonous Flower

Each night, choose a player: they are poisoned tonight and tomorrow day.



Suicidal Wottinger

If you publicly claim to be the Suicidal Wottinger when nominated & are executed that day, your team wins.

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



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

[v1.3]

Jinx's (special rules)

The Gazebo	If any win conditions triggered while you were alive, they will trigger immediately when you die in the order they happened.
Pinky Ponk & Iggle Piggie's Blanket	If the Pinky Ponk creates an Iggle Piggie's Blanket, the storyteller chooses which player it is.
Telletubbies	There might be Jinx's involving the character you choose. Ask the storyteller in private if you are not sure.
Upsy Daisy's Bed & Suicidal Wottinger	If the Storyteller would gain the Suicidal 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.
Unn	You must audibly (but potentially very quietly) knock on an exterior door. You must touch your nose with the fingertip of exactly one finger for a continuous 2 seconds (or longer). Visit the storyteller in private on your second day to learn the statements.

Tittifers



(the accompanying track)

(youtu.be/9N6GaPsyNs?t=35)

(any of the first 3 notes may be done incorrectly)

First night

Minions & Demons	Wake the evil team together. Point to the demon.
The Child	Show "The Child" token to the minions, and gesture for them to point at a player. Give this player the demon reminder token. Put them to sleep (they get no bluffs).
Demon	Show the demon 3 not-in-play characters (note: haahoos all get same 3 bluffs)
Pontipines	Show the demon the "Pontipines" token, then a finger signal (even if none in play)
Unn	Wake the minions and show the "Unn" token.
Iggle Piggle's Blanket	Wake the minions and show the "Iggle Piggle's Blanket" token.
Poisonous Flower	Ask the poisonous flower to choose a player: they are poisoned.
Pontipines	Wake each pontipine individually and point to the other pontipines.
Upsy Daisy's Bed	They shake their head or make an evil face (once). If they are evil, wake the demon and point to upsy daisy's bed. If they are good, you gain a not-in-play minion ability.
The Narrator	The narrator points to two players. Wake the first: show them "this character selected you", then "the narrator", then point to the second player chosen.
Teletubbies	Wake the teletubbies - they can shake their head or point to a character on a base script. Show them how to find the scripts on discord. If they choose a character, swap their token and add "is the teletubbies" reminder token.
Daddy Wottinger	Wake daddy wottinger - they can shake their head or point to a player. Kill the player if opposite alignment. Mark them with the "no ability" reminder token.
Iggle Piggle	Wake Iggle Piggle. Give a finger signal. They may point to a player to guess the blanket.
Ooo	If they are not Oliver, show them Oliver's character (unless Oliver is evil, then show a character Oliver is likely to bluff as). If they are Oliver, they point to a player & learn their character.
Makka Pakka's Rock & Trumpet	They point to a player and learn either good or evil.
Makka Pakka	They point to a player and learn their alignment.
Pontipines	Wake the pontipines individually to do their abilities. If they choose a Tombliboo, they are drunk.

Other Nights

Eee	If they said "e" yesterday, they might die. You might want to give them an extra life.
Tittifers	On nights 2 and 4, if someone did it incorrectly (excluding first 3 notes), the Tittifers dies. If they did not claim Tittifers, wake them to say they must claim it and tell them to do it tomorrow.
Unn	On Unn's second night, wake the minion, show the Unn token, then gesture to point at a player.
Poisonous Flower	The previously poisoned player is no longer poisoned. They point to a player: they are poisoned.
Upsy Daisy's Bed	They shake their head or make an evil face (once). If they are evil, wake the demon and point to upsy daisy's bed. If they are good, you gain a not-in-play minion ability.
Teletubbies	They can shake their head or point to a character on a base script. Show them how to find the scripts on discord. If they choose a character, swap their character token (+ "is the teletubbies")
Script Writer	The script writer guesses everyone's character. They may need reminding to guess themselves. On the first day, this might be easier to type on their phone. On subsequent days, let them know that they can just point to the differences from the previous night's guesses.
Ninky Nonk	The Ninky Nonk may choose a player: swap characters. If the chosen player was evil and there isn't already 1 extra evil player, this player becomes evil. If they chose a Haahoo, you may choose a good character or a minion: do the ability as if they were that character instead.
Pinky Ponk	The pinky ponk chooses a player and points to a character on their sheet. If they are not in play, replace their character token. If they made a demon, don't wake up the demon and instead choose any arbitrary number of kills tonight. 2 demons is not recommended.
The Narrator	The narrator points to two players. Wake the first: show them "this character selected you", then "the narrator", then point to the second player chosen.
Pontipines	Show the "pontipines" token - they may point to players. Remind them this is once per game. If they guess correctly, they all die. Keep the demon awake to kill.
Upsy Daisy	They point to a player: the chosen player dies. Give chosen minions the "has ability" reminder token. If there are more than 2 Tombliboos alive, they can't die.
Haahoos	You may choose a player: they die. If there are more than 2 Tombliboos alive, they can't die.
Andrew Davenport	They point to a character on their character sheet. If in play, they die. Otherwise, you may choose any number of players to die.
The Child	If no players have died tonight, you must choose a player: they die. If a player has already died tonight, you may choose a player: they die. You can't choose Tombliboos if ≥ 2 alive.
The Child	Minions wake together and point to a player: mark this player with the "demon" reminder token.
The Gazebo	If they have the "has ability" reminder token, remove it. If killed tonight, add this reminder token.
A Wottinger	If a player targeted them and you haven't done anything, you've messed up already so fix it.
Iggle Piggle	They either shake their head or point to a player. If they choose Iggle Piggle's Blanket, they become a Savant. Wake them and tell them their new character. Start thinking about tomorrow's Savant info. Mark them with the "no ability" reminder token.
Daddy Wottinger	They can shake their head or point to a player. If they do, kill that player if they are of opposite alignment to Daddy Wottinger. Mark them with the "no ability" reminder token.
Rock & Trumpet	They point to a player and learn either good or evil.
Makka Pakka	They point to a player and learn their alignment.
Pontipines	Wake the pontipines individually to do their abilities. If they choose a Tombliboo, they are drunk.

Materials

Character	Reminder tokens & other materials
Unn	“Successful” - if they were successful in doing the song “Safe” - if another Tombliboo is sober & healthy “Did you manage to do the Tombliboo song?” - if you didn’t notice Unn doing it, ask them
Ooo	“Drunk” - if Oliver is evil “Safe” - if another Tombliboo is sober & healthy
Makka Pakka	“No Ability” - if they cleaned a rock or made a funny noise
Rock	“No Ability” - if they cleaned a rock or made a funny noise “Drunk” - if the trumpet is drunk
Trumpet	“No Ability” - if they cleaned a rock or made a funny noise “Drunk” - if Upsy Daisy is drunk
Ninky Nonk	“Evil” - if they change alignment
Pontipines x3	“Drunk” x3 - if they choose a Tombliboo “?” x5 - may be used to help run the unknown abilities
Daddy Wottinger	“No Ability” - if they have used their ability “Dead” - the player who died tonight due to this ability
Teletubbies	“Is the Teletubbies” - once a player has chosen an ability to have Character & reminder tokens from base scripts
Iggle Piggle	“No Ability” - if they have guessed the blanket
A Wottinger	“Chosen” - if they have already been chosen tonight “Drunk” - if they were made drunk by a wottinger
The Gazebo	“Has Ability” - if they still have the ability for one more night
Teenager	Whatever you want! Feel free to write custom messages etc.
Upsy Daisy’s Bed	“Evil” - if Upsy Daisy is the Demon “Made Evil Face” - once an evil face has been made
Iggle Piggle’s Blanket	“Guessed” - if a Minion has guessed who the blanket is already
Tittifers	“Wrong” - if they will die tonight “You must publicly claim Tittifers on your first day (you have broken the rules). Please do it tomorrow instead.”
Eee	“Said E” - if they will die tonight
Script Writer	“Correct” x15 - mark all correct guesses as they are guessed “You may type them into your phone in order if that’s easier” “You may point at the differences from last night’s guesses”
The Narrator	“Mad” - the first player chosen “Target” - who they are mad about being evil
Poisonous Flower	“Poisoned” - the player who is poisoned
Upsy Daisy	“Has Ability” x3 - for minions who are killed
The Child	“is the demon” - for the chosen demon player for tonight
General	“This is a once per game ability” - if people might not have clocked this