"Touch Grass" is Tick Propaganda *by Navean*

Djinn

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



King
Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



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



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



Undertaker
Each night*, you learn which character died by execution today.



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



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help your team win.



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



Farmer
When you die at night, an alive good player becomes a Farmer.



Choirboy
If the Demon kills the King, you learn which player is the Demon. **[+the King]**



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

OUTSIDERS



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**



Widow
On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



Marionette
You think you are a good character, but you are not. The Demon knows who you are. **[You neighbor the 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.

DEMONS



Lleech
Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

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* Not the first night

FIRST NIGHT

- Dusk
- Poppy Grower
- Minion Info
- Demon Info
- King
- Marionette
- Lleech
- Widow
- Snake Charmer
- Godfather
- Organ Grinder
- Mezepheles
- Amnesiac
- Empath
- Butler
- Clockmaker
- Dawn

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

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

If the Slayer slays the Lleech host, the host dies.

If the Poppy Grower has their ability, the Widow does not see the Grimoire.

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

OTHER NIGHTS

- Dawn
- Butler
- King
- Town Crier
- Undertaker
- Empath
- Farmer
- Amnesiac
- Choirboy
- Sweetheart
- Godfather
- Lleech
- Mezepheles
- Organ Grinder
- Snake Charmer
- Poppy Grower
- Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
Poppy Grower	Skip Minion Info and Demon Info. Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
King	Wake the Demon: Show the **THIS PLAYER IS** & King tokens, then point to the King.
Marionette	Wake the Demon. Show the **THIS PLAYER IS** & Marionette tokens. Point to the Marionette.
Lleech	The Lleech chooses a player. ●
Widow	Show the Grimoire for as long as the Widow needs. The Widow chooses a player. ● Put the Widow to sleep. Wake the player marked **KNOW** & show the Widow token. ●
Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ●
Godfather	Show the character tokens of all in-play Outsiders.
Organ Grinder	The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober. ●
Mezepheles	Show the secret word.
Amnesiac	Do whatever needs to be done to satisfy the Amnesiac's ability.
Empath	Give a finger signal.
Butler	The Butler chooses a player. ●
Clockmaker	Give a finger signal.
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Poppy Grower	If the Poppy Grower died today or tonight, wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the Minions.
Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ●
Organ Grinder	The Organ Grinder either nods their head yes to be drunk, or shakes their head no to be sober. ●
Mezepheles	If a good player said the secret word, wake the player. Show the **YOU ARE** info token & give a thumbs-down. ● ●
Lleech	The Lleech chooses a player. ●
Godfather	If an Outsider died today, the Godfather chooses a player. ●
Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●
Choirboy	If the Demon killed the King, point to the Demon player.
Amnesiac	Do whatever needs to be done to satisfy the Amnesiac's ability.
Farmer	If the Farmer died tonight, wake a living good player. Show the **YOU ARE** info token and a Farmer token.
Empath	Give a finger signal.
Undertaker	If a player was executed today, show their character token.
Town Crier	Either nod or shake your head.
King	If the dead equal or outnumber the living, show the character token of a living player.
Butler	The Butler chooses a player. ●
Dawn	Wait for a few seconds. End the Night Phase.

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