Hush Little Baby v1.0.5 *by Sean and Tam*

Djinn

TOWNSFOLK

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

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

Investigator
You start knowing that 1 of 2 players is a particular Minion.

Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

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

Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

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

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

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Alchemist
You have a not-in-play Minion ability.

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

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

OUTSIDER

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

Mutant
If you are "mad" about being an Outsider, you might be executed.

Snitch
Minions start knowing 3 not-in-play characters.

Tinker
You might die at any time.

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.

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

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Snitch
6. Lil' Monsta
7. Poisoner
8. Godfather
9. Cerenovus
10. Investigator
11. Empath
12. Grandmother
13. Clockmaker
14. Dreamer
15. Seamstress
16. Nightwatchman
17. Mathematician
18. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Gambler
4. Cerenovus
5. Lil' Monsta
6. Assassin
7. Godfather
8. Gossip
9. Acrobat
10. Tinker
11. Grandmother
12. Empath
13. Dreamer
14. Oracle
15. Seamstress
16. Nightwatchman
17. Mathematician
18. 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 D **Dusk**
Start the Night Phase.

2 M **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 D **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 **Alchemist**
Show the Alchemist a not-in-play Minion token

5 **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7 **Poisoner**
The Poisoner points to a player. That player is poisoned.

8 **Godfather**
Show each of the Outsider tokens in play.

9 **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.

10 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

11 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

12 **Grandmother**
Show the marked character token. Point to the marked player.

13 **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

14 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

15 **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

17 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

18 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 **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.

5 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

6 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

7 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

8 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

9 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

10 **Tinker**
The Tinker might die.

11 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

12 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

13 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

15 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

16 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

17 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

18 D **Dawn**
Wait for a few seconds. End the Night Phase.