Gotta Watch Those Minions v1.0.0 *by Entropy*

Djinn Sentinel

TOWNSFOLK



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



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



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



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



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



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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

MINION



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.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X 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. Philosopher
5. Poppy Grower
6. Snitch
7. Engineer
8. Lil' Monsta
9. Godfather
10. Witch
11. Mezepheles
12. Empath
13. Dreamer
14. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

FABLED

Djinn

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

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Engineer
5. Innkeeper
6. Gambler
7. Witch
8. Mezepheles
9. Lycanthrope
10. Lil' Monsta
11. Godfather
12. Professor
13. Empath
14. Dreamer
15. Town Crier
16. Oracle
17. 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		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**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.
7		**Engineer** The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
8		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
9		**Godfather** Show each of the Outsider tokens in play.
10		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
11		**Mezepheles** Show the Mezepheles their secret word.
12		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Philosopher
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3. 
   Poppy Grower
   If the Poppy Grower has died, show the Minions/Demon who each other are.
4. 
   Engineer
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
5. 
   Innkeeper
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
7. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8. 
   Mezepheles
   Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
9. 
   Lycanthrope
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
10. 
    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.
11. 
    Godfather
    If an Outsider died today: The Godfather points to a player. That player dies.
12. 
    Professor
    If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
13. 
    Empath
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
14. 
    Dreamer
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15. 
    Town Crier
    Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
16. 
    Oracle
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.