# Onemit Twomit Hermit Bluemit v1.0.2 *by Oudmealsoup*

## TOWNSFOLK



**Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



**Juggler**
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



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



**Flowergirl**
Each night*, you learn if a Demon voted 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.



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



**Ravenkeeper**
If you die at night, you are woken to choose a player: you learn their character.



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



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



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

## OUTSIDER



**Hermit**
You have all Outsider abilities. [-0 or -1 Outsider]



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



**Saint**
If you die by execution, your team loses.



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

## MINION



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



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



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



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

## DEMON



**Kazali**
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



**Fang Gu**
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



**Vigormortis**
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



**Ojo**
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# Quick Reference

*Onemit Twomit Hermit Bluemit — by Oudmealsoup*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poisoner
5. Snake Charmer
6. Witch
7. Librarian
8. Empath
9. Grandmother
10. Dreamer
11. D — Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS

**Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

**Scapegoat**
If a player of your alignment is executed, you might be executed instead.

**Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

## OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Snake Charmer
4. Witch
5. Lycanthrope
6. Fang Gu
7. Vigormortis
8. Farmer
9. Grandmother
10. Ravenkeeper
11. Empath
12. Undertaker
13. Dreamer
14. Flowergirl
15. Juggler
16. D — 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

*Onemit Twomit Hermit Bluemit — by Oudmealsoup*

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

5  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

7  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

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

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

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

# Other Nights

*Onemit Twomit Hermit Bluemit — by Oudmealsoup*

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 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

6 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

7 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

8 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

10 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

12 **Undertaker**
If a player was executed today: Show that player's character token.

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

14 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

15 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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