Mayor Maynot McCheese v1.3.0 *by Tam Harris*

Spirit of Ivory · Storm Catcher · Djinn

TOWNSFOLK

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

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

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.

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

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

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

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

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

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

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

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.

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.

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

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lunatic
6. Marionette
7. Godfather
8. Cerenovus
9. Mezepheles
10. Pixie
11. Amnesiac
12. Investigator
13. Empath
14. Dreamer
15. Balloonist
16. General
17. Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

Spirit of Ivory

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

Djinn

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

LORIC

Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Innkeeper
4. Cerenovus
5. Mezepheles
6. Lunatic
7. Lycanthrope
8. Imp
9. Fang Gu
10. No Dashii
11. Godfather
12. Barber
13. Amnesiac
14. Empath
15. Dreamer
16. Town Crier
17. Balloonist
18. General
19. 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 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6 **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

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

8 **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.

9 **Mezepheles**
Show the Mezepheles their secret word.

10 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

11 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

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

15 **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

16 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

17 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 **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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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 **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.

6 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

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

8 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

9 **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.

10 **No Dashii**
The No Dashii points to a player. That player dies.

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

12 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

13 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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

16 **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).

17 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

18 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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