Feed the Lil' Monsta v1.0.0 *by Timothy Merrell*

Djinn

TOWNSFOLK

Noble
You start knowing 3 players, 1 and only 1 of which is evil.

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

High Priestess
Each night, learn which player the Storyteller believes you should talk to most.

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

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

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

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

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

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

Tea Lady
If both your alive neighbours are good, they can't die.

OUTSIDER

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

Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

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

Saint
If you die by execution, your team loses.

MINION

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

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

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

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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Preacher
6. Lil' Monsta
7. Snake Charmer
8. Investigator
9. Fortune Teller
10. Noble
11. Cult Leader
12. Chambermaid
13. D — Dawn

FABLED, JINXES & LORIC

Pit-Hag & Ogre

If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.

Pit-Hag & Cult Leader

If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.

Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Snake Charmer
4. Pit-Hag
5. Lil' Monsta
6. Assassin
7. Fortune Teller
8. Town Crier
9. Juggler
10. Cult Leader
11. Chambermaid
12. 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

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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 **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.

5 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

7 **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.

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

9 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

10 **Noble**
Point to 3 players including one evil player, in no particular order.

11 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

12 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

13 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 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

8 **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).

9 **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.

10 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

11 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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