

A Minor Dispute v1.0.0 by Quizoid

TOWNSFOLK



Noble

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



Chef

You start knowing how many pairs of evil players there are.



Empath

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



Oracle

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



Virgin

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

OUTSIDER



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Drunk

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

DEMON



Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Chef
- 5  Empath
- 6  Noble
- 7  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Empath
- 3  Oracle
- 4  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		Dusk Start the Night Phase.
2		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		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		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
5		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
6		Noble Point to 3 players including one evil player, in no particular order.
7		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **Empath**
| Show the finger signal (0, 1, 2) for the number of evil neighbours.
- 3  **Oracle**
| Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
- 4  **Dawn**
| Wait for a few seconds. End the Night Phase.