Little Trust v1.0.0 *by realamnz*

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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



Undertaker
Each night*, you learn which character died by execution today.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Washerwoman
6. Empath
7. Clockmaker
8. Spy
9. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Imp
5. Sage
6. Empath
7. Undertaker
8. Spy
9. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

5  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

7  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

8  **Spy**
Show the Grimoire to the Spy for as long as they need.

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

Other Nights

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1. **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. 
   Monk
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4. 
   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.
5. 
   Sage
   If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
6. 
   Empath
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
7. 
   Undertaker
   If a player was executed today: Show that player's character token.
8. 
   Spy
   Show the Grimoire to the Spy for as long as they need.
9. **Dawn**
   Wait for a few seconds. End the Night Phase.