A Tiny Trust Fall v1.0.0 *by SummerM*

Sentinel Djinn

TOWNSFOLK



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



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



Soldier
You are safe from the Demon.



Pacifist
Executed good players might not die.



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

OUTSIDER



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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



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



Saint
If you die by execution, your team loses.

MINION



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Godfather
5. Devil's Advocate
6. Investigator
7. Grandmother
8. Leviathan
9. Dawn

FABLED, JINXES & LORIC

Leviathan & Monk
If the Leviathan nominates and executes the Monk-protected player, good wins.

Leviathan & Soldier
If the Leviathan nominates and executes the Soldier, good wins.

Leviathan & Grandmother
If the Leviathan is in play and the Grandchild dies by execution, evil wins.

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

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

OTHER NIGHTS

1. Dusk
2. Monk
3. Devil's Advocate
4. Zombuul
5. Godfather
6. Gossip
7. Moonchild
8. Grandmother
9. Leviathan
10. 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.  **Godfather**
   Show each of the Outsider tokens in play.
5.  **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
6.  **Investigator**
   Show the character token of a Minion in play. Point to two players, one of which is that character.
7.  **Grandmother**
   Show the marked character token. Point to the marked player.
8.  **Leviathan**
   Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
9. 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  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

3  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

4  **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

6  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

7  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

9  **Leviathan**
Change the Leviathan Day reminder for the next day.

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