# Minute Minuit v1.0.0 *by Codzilla*

Bootlegger · Toymaker · Djinn

## TOWNSFOLK



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



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



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

## OUTSIDER



### Tinker
You might die at any time.



### Mutant
If you are "mad" about being an Outsider, you might be executed.

## MINION



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



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Godfather
6. Empath
7. Dreamer
8. Seamstress
9. Chambermaid
10. Dawn

## FABLED, JINXES & LORIC

**Lleech & Mastermind**

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

### FABLED

**Toymaker**

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

**Djinn**

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

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

## OTHER NIGHTS

1. Dusk
2. Vortox
3. Lleech
4. Godfather
5. Tinker
6. Empath
7. Dreamer
8. Seamstress
9. Chambermaid
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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 5 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 6 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 7 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 8 |  | **Seamstress**<br>The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment. |
| 9 |  | **Chambermaid**<br>The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability. |
| 10 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Vortox**
The Vortox points to a player. That player dies.

3  **Lleech**
The Lleech points to a player. That player dies.

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

5  **Tinker**
The Tinker might die.

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

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

8  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

9  **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.

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