# Basic Monsta (for Pride Month) v1.0.0 *by Kevvo*

Djinn

## TOWNSFOLK



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



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



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



**Sailor**
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



**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.



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



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



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



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



**Ravenkeeper**
If you die at night, you are woken to choose a player: you learn their character.



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



**Fool**
The first time you die, you don't.



**Pacifist**
Executed good players might not die.

## OUTSIDER



**Goon**
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



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



**Sweetheart**
When you die, 1 player is drunk from now on.



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

## MINION



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



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



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



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



**Scarlet Woman**
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## 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

*Basic Monsta (for Pride Month) — by Kevvo*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Lil' Monsta
6. Godfather
7. Devil's Advocate
8. Investigator
9. Chef
10. Empath
11. Fortune Teller
12. Dreamer
13. Seamstress
14. Spy
15. Dawn

## FABLED, JINXES & LORIC

**Lil' Monsta & Scarlet Woman**

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Devil's Advocate
4. Scarlet Woman
5. Lil' Monsta
6. Godfather
7. Sweetheart
8. Ravenkeeper
9. Empath
10. Fortune Teller
11. Dreamer
12. Town Crier
13. Oracle
14. Seamstress
15. Spy
16. 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

*Basic Monsta (for Pride Month) — by Kevvo*

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. 
   **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5. 
   **Lil' Monsta**
   Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6. 
   **Godfather**
   Show each of the Outsider tokens in play.
7. 
   **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
8. 
   **Investigator**
   Show the character token of a Minion in play. Point to two players, one of which is that character.
9. 
   **Chef**
   Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10. 
    **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11. 
    **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.
12. 
    **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13. 
    **Seamstress**
    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.
14. 
    **Spy**
    Show the Grimoire to the Spy for as long as they need.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

*Basic Monsta (for Pride Month) — by Kevvo*

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

2 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

7 **Sweetheart**
Choose a player that is drunk.

8 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

10 **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.

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

12 **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).

13 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

14 **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.

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

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