Peanut Butter Cup v1.1.0 *by Sixteeb*

Djinn

TOWNSFOLK



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Flowergirl
Each night*, you learn if a Demon voted today.



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



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.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Farmer
If you die at night, an alive good player becomes a Farmer.



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

OUTSIDER



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



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

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.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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.



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. Philosopher
5. Sailor
6. Marionette
7. Lil' Monsta
8. Lleech
9. Godfather
10. Devil's Advocate
11. Witch
12. Cerenovus
13. Pixie
14. Damsel
15. Librarian
16. Empath
17. Seamstress
18. Noble
19. Balloonist
20. Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Devil's Advocate
5. Witch
6. Cerenovus
7. Imp
8. Lleech
9. Lil' Monsta
10. Godfather
11. Gossip
12. Sweetheart
13. Damsel
14. Farmer
15. Ravenkeeper
16. Empath
17. Flowergirl
18. Seamstress
19. Balloonist
20. 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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

7  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

8  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

9  **Godfather**
Show each of the Outsider tokens in play.

10  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

11  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

12  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

13  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

14  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

15  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

17  **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.

18  **Noble**
Point to 3 players including one evil player, in no particular order.

19  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

20 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 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **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.

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

5 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

6 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

7 **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.

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

9 **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.

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

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

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

13 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

14 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

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

17 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

18 **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.

19 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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