Minion Chaos 3.0 v3.0.0 *by Termateddy*

Djinn

TOWNSFOLK

Alchemist

You have a not-in-play Minion ability.

Washerwoman

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

Clockmaker

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

Chambermaid

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

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.

Oracle

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

Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Seamstress

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

Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER

Tinker

You might die at any time.

Sweetheart

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

Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION

Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON

No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Vortox

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

Lil' Monsta

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Lil' Monsta
7. Widow
8. Evil Twin
9. Fearmonger
10. Washerwoman
11. Clockmaker
12. Seamstress
13. Balloonist
14. Chambermaid
15. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Widow & Poppy Grower

If the Poppy Grower has their ability, the Widow does not see the Grimoire.

Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

Lil' Monsta & Psychopath

If the Psychopath is babysitting Lil' Monsta, they die when executed.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Innkeeper
4. Fearmonger
5. No Dashii
6. Vortox
7. Lil' Monsta
8. Acrobat
9. Barber
10. Sweetheart
11. Tinker
12. Flowergirl
13. Oracle
14. Seamstress
15. Balloonist
16. Chambermaid
17. 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 **Alchemist**
Show the Alchemist a not-in-play Minion token

5 **Poppy Grower**
Do not inform the Demon/Minions who each other are

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

7 **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

8 **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

9 **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

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

12 **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.

13 **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.

14 **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.

15 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 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

5 **No Dashii**
The No Dashii points to a player. That player dies.

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

7 **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.

8 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

9 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

11 **Tinker**
The Tinker might die.

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

16 **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.

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