Beauty and the Beast v1.0.0 *by Affenkopf*

Djinn

TOWNSFOLK



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



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



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



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.



Undertaker
Each night*, you learn which character died by execution today.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



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



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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

MINION



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



Wraith
You may choose to open your eyes at night. You wake when other evil players do.



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Huntsman
6. Damsel
7. Librarian
8. Investigator
9. Dreamer
10. Noble
11. Chambermaid
12. Dawn

FABLED, JINXES & LORIC

Boffin & Drunk

The Demon cannot have the Drunk ability.

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Deviant

If you were funny today, you cannot die by exile.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Scarlet Woman
4. Lycanthrope
5. Imp
6. Fang Gu
7. Sweetheart
8. Huntsman
9. Damsel
10. Farmer
11. Undertaker
12. Dreamer
13. Chambermaid
14. 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		**Poisoner** The Poisoner points to a player. That player is poisoned.
5		**Huntsman** The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
6		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
7		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
8		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
9		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10		**Noble** Point to 3 players including one evil player, in no particular order.
11		**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.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

4  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5  **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.

6  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

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

8  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

10  **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.

11  **Undertaker**
If a player was executed today: Show that player's character token.

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

13  **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.

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