Cutie Patooties v1.0.0 *by Joscha&Basti*

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



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

OUTSIDER



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



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



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



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



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

Quick Reference

Cutie Patooties — by Joscha&Basti

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lil' Monsta
5. Poisoner
6. Godfather
7. Fortune Teller
8. Cult Leader
9. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Lil' Monsta
4. Godfather
5. Sweetheart
6. Moonchild
7. Fortune Teller
8. Town Crier
9. Cult Leader
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

Cutie Patooties — by Joscha&Basti

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

5  **Poisoner**
The Poisoner points to a player. That player is poisoned.

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

7  **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.

8  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

Cutie Patooties — by Joscha&Basti

1	D	**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		**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.
4		**Godfather** If an Outsider died today: The Godfather points to a player. That player dies.
5		**Sweetheart** Choose a player that is drunk.
6		**Moonchild** If the Moonchild used their ability to target a player today: If that player is good, they die.
7		**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.
8		**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).
9		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.