Lil' Monsta is Everyone v1.0.0 *by Timothy Merrell*

Djinn

TOWNSFOLK

Steward
You start knowing 1 good player.

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

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

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

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Pacifist
Executed good players might not die.

OUTSIDER

Hermit
You have all Outsider abilities. [-0 or -1 Outsider]

Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

MINION

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

Baron
There are extra Outsiders in play. [+2 Outsiders]

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

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Lil' Monsta
6. Amnesiac
7. Cult Leader
8. D — Dawn

FABLED, JINXES & LORIC

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. D — Dusk
2. Lil' Monsta
3. Amnesiac
4. Cult Leader
5. D — 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 **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.

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

6 **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

8 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 **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.

3 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

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