Moles of Cruel Mimicry v1.0.0 *by Dominic*

Pope Fibbin Toymaker

TOWNSFOLK



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

OUTSIDER



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Snitch
Minions start knowing 3 not-in-play characters.

MINION



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



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

DEMON



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Moles of Cruel Mimicry — by Dominic

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Snitch
5. Cerenovus
6. Nightwatchman
7. General
8. D — Dawn

FABLED, JINXES & LORIC

FABLED

Fibbin
Once per game, 1 good player might get incorrect information.

Toymaker
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

LORIC

Pope
There are duplicate good characters in play. They might also be bluffs.

RECOMMENDED TRAVELLERS

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

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.

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

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

OTHER NIGHTS

1. D — Dusk
2. Cerenovus
3. Imp
4. Vigormortis
5. Juggler
6. Nightwatchman
7. General
8. 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 

Snitch

After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

5 

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.

6 

Nightwatchman

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

7 

General

Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

8 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

Moles of Cruel Mimicry — by Dominic

1 D

Dusk

Start the Night Phase.

2 

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.

3 

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.

4 

Vigormortis

The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

5 

Juggler

If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

6 

Nightwatchman

The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

7 

General

Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

8 D

Dawn

Wait for a few seconds. End the Night Phase.