The lil guy is hungry. v1.0.0 *by Joel Regner*

Djinn

TOWNSFOLK



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



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.



Flowergirl
Each night*, you learn if a Demon voted today.



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

OUTSIDER



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Saint
If you die by execution, your team loses.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.

DEMON



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



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lil' Monsta
5. Godfather
6. Mezepheles
7. Pixie
8. Amnesiac
9. Washerwoman
10. Empath
11. Fortune Teller
12. Chambermaid
13. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Vizier

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

Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.

Vizier & Politician

The Politician might register as evil to the Vizier.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

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

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Apprentice

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

Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Mezepheles
4. Vigormortis
5. Lil' Monsta
6. Godfather
7. Gossip
8. Amnesiac
9. Farmer
10. Ravenkeeper
11. Empath
12. Fortune Teller
13. Flowergirl
14. Juggler
15. Chambermaid
16. 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  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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

6  **Mezepheles**
Show the Mezepheles their secret word.

7  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

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

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

11  **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.

12  **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.

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

3 **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

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 **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.

6 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

7 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

9 **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.

10 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

11 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

12 **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.

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

14 **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.

15 **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.

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