

Mysteries for Rats v1.1.0 *by hado*

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.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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]



Town Crier

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



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Nightwatchman

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Princess

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



Amnesiac

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Drunk

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



Tinker

You might die at any time.



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Zealot

If there are 5 or more players alive, you must vote for every nomination.

MINION



Godfather

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



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

DEMON



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Lil' Monsta

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



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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  Witch
- 7  Pixie
- 8  Amnesiac
- 9  Bounty Hunter
- 10  Nightwatchman
- 11  General
- 12  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Monk
- 3  Witch
- 4  Vigormortis
- 5  Lil' Monsta
- 6  Assassin
- 7  Godfather
- 8  Acrobat
- 9  Amnesiac
- 10  Tinker
- 11  Town Crier
- 12  Bounty Hunter
- 13  Nightwatchman
- 14  General
- 15  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		Dusk Start the Night Phase.
2		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		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		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
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		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
10		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.
11		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
3		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
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		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
9		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		Tinker The Tinker might die.
11		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).
12		Bounty Hunter If the known evil player has died, point to another evil player.
13		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.
14		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15		Dawn Wait for a few seconds. End the Night Phase.