Lil Mezzy v1.0.0 *by themeeman*

Djinn

TOWNSFOLK

Investigator
You start knowing that 1 of 2 players is a particular Minion.

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

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.

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

King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

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

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER

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

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

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

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION

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

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

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

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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

DEMON

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

Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Lil Mezzy — by themeeman

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snitch
6. King
7. Preacher
8. Lil' Monsta
9. Poisoner
10. Cerenovus
11. Mezepheles
12. Pixie
13. Huntsman
14. Damsel
15. Investigator
16. Empath
17. Fortune Teller
18. Dawn

FABLED, JINXES & LORIC

Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

Cerenovus & Goblin

The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Preacher
4. Poisoner
5. Cerenovus
6. Mezepheles
7. Lycanthrope
8. Legion
9. Lil' Monsta
10. Huntsman
11. Damsel
12. Empath
13. Fortune Teller
14. Town Crier
15. King
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

Lil Mezzy — by themeeman

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
Philosopher
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5
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.

6
King
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7
Preacher
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

8
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9
Poisoner
The Poisoner points to a player. That player is poisoned.

10
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.

11
Mezepheles
Show the Mezepheles their secret word.

12
Pixie
Show the Pixie 1 in-play Townsfolk character token.

13
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

14
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

15
Investigator
Show the character token of a Minion in play. Point to two players, one of which is that character.

16
Empath
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

17
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.

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

Other Nights

Lil Mezzy — by themeeman

1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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 **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.

7 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8 **Legion**
Choose a player, that player dies.

9 **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.

10 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

13 **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.

14 **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).

15 **King**
If there are more dead than living, show the King a character token of a living player.

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