# My Babysitter's a Vampire v1.0.0 *by Hayden*

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Noble**
You start knowing 3 players, 1 and only 1 of which is evil.



**Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



**Balloonist**
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



**Oracle**
Each night*, you learn how many dead players are evil.



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



**Engineer**
Once per game, at night, choose which Minions or which Demon is in play.



**Seamstress**
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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

## OUTSIDER



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



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



**Mutant**
If you are "mad" about being an Outsider, you might be executed.



**Puzzlemaster**
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



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



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



**Harpy**
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



**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]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Engineer
6. Lil' Monsta
7. Poisoner
8. Godfather
9. Witch
10. Cerenovus
11. Pixie
12. Librarian
13. Seamstress
14. Noble
15. Balloonist
16. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Engineer
4. Poisoner
5. Witch
6. Cerenovus
7. Lycanthrope
8. Lil' Monsta
9. Godfather
10. Town Crier
11. Oracle
12. Seamstress
13. Balloonist
14. 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 
**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 
**Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

6 
**Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7 
**Poisoner**
The Poisoner points to a player. That player is poisoned.

8 
**Godfather**
Show each of the Outsider tokens in play.

9 
**Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

12 
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

13 
**Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

14 
**Noble**
Point to 3 players including one evil player, in no particular order.

15 
**Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

16 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 **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 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

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

5 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

6 **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.

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

8 **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.

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

10 **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).

11 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

12 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

13 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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