

TOWNSFOLK



Steward

You start knowing 1 good player.



Knight

You start knowing 2 players that are not the Demon.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Slayer

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



Amnesiac

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



Pacifist

Executed good players might not die.

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

MINION



Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Baron

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

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

Lil' Monsta is Everyone — by Timothy Merrell

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Marionette
- 5  Lil' Monsta
- 6  ? Amnesiac
- 7  Cult Leader
- 8  D Dawn

FABLED, JINXES & LORIC



Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

FABLED



Djinn

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

OTHER NIGHTS

- 1  D Dusk
- 2  Lil' Monsta
- 3  ? Amnesiac
- 4  Cult Leader
- 5  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

Lil' Monsta is Everyone — by Timothy Merrell

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		Marionette Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
6		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
8		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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- 1  **Dusk**
| Start the Night Phase.
- 2  **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.
- 3  **Amnesiac**
| If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
- 4  **Cult Leader**
| If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
- 5  **Dawn**
| Wait for a few seconds. End the Night Phase.