

Princess Party *by bee*

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Gossip

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



Pixie

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



Seamstress

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



Empath

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



Princess

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

OUTSIDERS



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Sweetheart

When you die, 1 player is drunk from now on.

MINIONS



Marionette

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



Poisoner

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

DEMONS



Yaggababble

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

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

**Dusk**

Start the Night Phase.

**Yaggababble**

Choose a secret phrase. Wake the Yaggababble and let them know their secret phrase.

**Minion Info**

If there are 7 or more players, wake all Minions:

- Show the **THIS IS THE DEMON** token. Point to the Demon.
- Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Demon Info**

If there are 7 or more players, wake the Demon:

- Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
- Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Marionette**

Wake the Demon. Point to the player marked **IS THE MARIONETTE** and show the **THIS PLAYER IS** token and the Marionette character token.

**Poisoner**

The Poisoner chooses a player. ●

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ●

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Poisoner**

The Poisoner chooses a player. ●

**Princess**

If the Princess nominated the player who was executed today, the Demon wakes as normal, but no one dies to the Demon's ability.

**Yaggababble**

For each time the Yaggababble said the phrase today, you may choose a player. They die. ●

**Gossip**

If the Gossip is due to kill a player, they die. ●

**Sweetheart**

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●

**Empath**

Give a finger signal.

**Seamstress**

The Seamstress might choose 2 players. Nod or shake your head. ●

**Dawn**

Wait for a few seconds. End the Night Phase.