


















# MONKEY DO MATH






## TOWNSFOLK

|  |                      |   |
|--|----------------------|---|
|    | <b>Sailor</b>        | Each night, choose an alive player: either you or they are drunk until dusk. You can't die.                                 |
|    | <b>Village Idiot</b> | Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]                 |
|    | <b>Mathematician</b> | Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.        |
|    | <b>Innkeeper</b>     | Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.   |
|    | <b>Acrobat</b>       | Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.                                     |
|    | <b>Lycanthrope</b>   | Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil. |
|    | <b>Exorcist</b>      | Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight. |
|    | <b>Gossip</b>        | Each day, you may make a public statement. Tonight, if it was true, a player dies.  |
|    | <b>Courtier</b>      | Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.  |
|    | <b>Professor</b>     | Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.                              |
|    | <b>Alchemist</b>     | You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.                           |
|   | <b>Tea Lady</b>      | If both your alive neighbors are good, they can't die.  |
|  | <b>Mayor</b>         | If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.        |




## OUTSIDERS

|  |                  |  |
|--|------------------|--|
|  | <b>Goon</b>      | Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment. |
|  | <b>Tinker</b>    | You might die at any time.   |
|  | <b>Zealot</b>    | If there are 5 or more players alive, you must vote for every nomination.                                    |
|  | <b>Moonchild</b> | When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.    |

## MINIONS

|  |                         |  |
|--|-------------------------|--|
|  | <b>Godfather</b>        | You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]       |
|  | <b>Poisoner</b>         | Each night, choose a player: they are poisoned tonight and tomorrow day.   |
|  | <b>Devil's Advocate</b> | Each night, choose a living player (different to last night): if executed tomorrow, they don't die.                          |
|  | <b>Assassin</b>         | Once per game, at night*, choose a player: they die, even if for some reason they could not.                                 |
|  | <b>Organ Grinder</b>    | All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk. |

## DEMONS

|  |                   |  |
|--|-------------------|--|
|  | <b>Pukka</b>      | Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.          |
|  | <b>Shabalothe</b> | Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.                 |
|  | <b>Zombuul</b>    | Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead. |



Dusk



Alchemist



Minion info



Demon info



Sailor



Poisoner



Courtier



Godfather



Organ Grinder



Devil's Advocate



Pukka



Village Idiot



Mathematician



Dawn

FIRST

NIGHT



# MONKEY DO MATH



## JINXES

None available



STHGINR



Dawn



Mathematician



Village Idiot



Moonchild



Tinker



Professor



Gossip



Godfather



Assassin



Shabaloith



Pukka



Zombuul



Lycanthrope



Exorcist



Devil's Advocate



Organ Grinder



Acrobat



Innkeeper



Courtier



Poisoner



Sailor



Dusk

## RECOMMENDED



### TRAVELLERS

None available

### FABLED

None available