

# The Little Maneuver



## TOWNSFOLK



### Knight

You start knowing 2 players that are not the Demon.



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Cannibal

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



### Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



### Tea Lady

If both your alive neighbors are good, they can't die.



### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



### 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.

## OUTSIDERS



### Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



### Drunk

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

## MINIONS



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



### Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



### Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMONS



### Kazali

Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



### Vortex

Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

**Djinn**

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



A Mastermind that has their ability keeps it if the Vigormortis dies.



The Demon cannot have the Drunk ability.



If the Vortex kills the Banshee, all players learn that the Banshee has died.

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.

**Kazali**

The Kazali chooses which players are which Minions. Wake each target. Show the **YOU ARE** and Minion tokens & give a thumbs-down.

**Boffin**

Wake the Boffin and the Demon. Show the **THIS CHARACTER SELECTED YOU** & Boffin tokens, then the not-in-play good character token.

**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.

**Lunatic**

If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.

**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.

**Engineer**

The Engineer might choose Minions or Demons. Put the Engineer to sleep. Wake the target(s) one at a time. Show the **YOU ARE** info token & their new character token. ●

**Godfather**

Show the character tokens of all in-play Outsiders.

**Grandmother**

Point to the grandchild player & show their character token.

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Seamstress**

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

**Knight**

Point to the 2 players marked **KNOW**.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Engineer**

The Engineer might choose Minions or Demons. Put the Engineer to sleep. Wake the target(s) one at a time. Show the **YOU ARE** info token & their new character token. ●

**Lunatic**

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).

**Vortox**

The Vortox chooses a player. ●

**Vigormortis**

The Vigormortis chooses a player. ● If that player is a Minion, poison a neighboring Townsfolk. ● ●

**Kazali**

The Kazali chooses a player. ●

**Godfather**

If an Outsider died today, the Godfather chooses a player. ●

**Banshee**

If the Banshee was killed by the Demon tonight, announce that the Banshee has died. ●

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ●

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Seamstress**

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

**Dawn**

Wait for a few seconds. End the Night Phase.