

The Mind of the Master



TOWNSFOLK



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 a player of a different character type than last night. [+0 or +1 Outsider]



Dreamer

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



Gossip

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



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Philosopher

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



Artist

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



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Amnesiac

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



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Atheist

The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

OUTSIDERS



Ogre

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



Golem

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



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.

MINIONS



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Boffin

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

DEMONS



Yaggababble

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



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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.



If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.



If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.



The Demon cannot have the Ogre ability.



If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

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.

**Boffin**

Wake the Boffin and the Demon. Show the not-in-play good character token. Put the Boffin and the Demon to sleep.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ●

**Alchemist**

Show the **YOU ARE** token and the character token of a Minion.

**Poppy Grower**

Do not do the Minion Info and Demon Info steps. Wake the Demon, show the **THESE CHARACTERS ARE NOT IN PLAY** info token and any three good character tokens that are not in play.

**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.

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. ●

**Wizard**

Run the Wizard's ability, if applicable.

**Fearmonger**

The Fearmonger chooses a player. ● Declare that "the Fearmonger has chosen a player."

**Mezepheles**

Show the written word.

**Pixie**

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

**Amnesiac**

Run the Amnesiac's ability, if applicable.

**Dreamer**

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

**Balloonist**

Show any player. ●

**Ogre**

The Ogre points to a player. ●

**High Priestess**

Point to a player.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ●

**Poppy Grower**

If the Poppy Grower died today or tonight, wake the Minions, show the **THIS IS THE DEMON** info token and point to the Demon. Put them to sleep. Wake the Demon, show the **THESE ARE YOUR MINIONS** info token and point to the Minions. Put the Demon to sleep.

**Wizard**

Run the Wizard's ability, if applicable.

**Fearmonger**

The Fearmonger chooses a player. ● If the player wasn't already marked with the **FEAR** reminder, declare that "the Fearmonger has chosen a player."

**Mezepheles**

If a player is marked with the **TURNS EVIL** reminder, wake them. Show the **YOU ARE** info token and a thumbs down. The Mezepheles loses their ability. ●

**Shabaloth**

A previously chosen player might be resurrected. ● The Shabaloth chooses 2 players. ● ●

**Vigormortis**

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

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. ● A player might die. ●

**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. ●

**Plague Doctor**

If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.

**Amnesiac**

Run the Amnesiac's ability, if applicable.

**Dreamer**

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

**Balloonist**

Show a player with a different character type to previously. ●

**High Priestess**

Point to a player.

**Dawn**

Wait for a few seconds. End the Night Phase.