

Reductio Ad Absurdum - First Night

by Rohan Sarvaria



Dusk Start the Night Phase.



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



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.



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.



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



Lleech The Lleech chooses a player.



Poisoner The Poisoner chooses a player.



Snake Charmer The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Cerenovus The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



Harpy The Harpy chooses two players. Put the Harpy to sleep. Wake the 1st target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the 2nd target.



Pixie Show the Townsfolk character token marked MAD.



Huntsman The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Librarian Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Empath Give a finger signal.



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



Steward Point to the good player marked KNOW.



Dawn Wait for a few seconds. End the Night Phase.

Reductio Ad Absurdum - Other Nights

by Rohan Sarvaria



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.



Poisoner | The Poisoner chooses a player.



Snake Charmer | The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Cerenovus | The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Harpy | The Harpy chooses two players. Put the Harpy to sleep. Wake the 1st target. Show the THIS CHARACTER SELECTED YOU token, the Harpy token, then point to the 2nd target.



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).



Imp | The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.



Fang Gu | The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.



LLeech | The LLeech chooses a player.



Huntsman | The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel | If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Empath | Give a finger signal.



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



Town Crier | Either nod or shake your head.



Dawn | Wait for a few seconds. End the Night Phase.