

# Countdown to Extinction v1.0.3 by SeaBound

## TOWNSFOLK



### Noble

You start knowing 3 players, 1 and only 1 of which is evil.



### Investigator

You start knowing that 1 of 2 players is a particular Minion.



### Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



### Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



### Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Flowergirl

Each night\*, you learn if a Demon voted today.



### 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 you win.



### Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Cannibal

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

## OUTSIDER



### 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.



### Recluse

You might register as evil & as a Minion or Demon, even if dead.



### Mutant

If you are "mad" about being an Outsider, you might be executed.



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



### Lunatic

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

## MINION



### Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



### Poisoner

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



### Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Mezepheles

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



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON



### Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lunatic
- 5  Poisoner
- 6  Snake Charmer
- 7  Godfather
- 8  Cerenovus
- 9  Mezepheles
- 10  Huntsman
- 11  Damsel
- 12  Investigator
- 13  Fortune Teller
- 14  Noble
- 15  Balloonist
- 16  Bounty Hunter
- 17  Chambermaid
- 18  Leviathan
- 19  Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS



#### Harlot

Each night\*, choose a living player: if they agree, you learn their character, but you both might die.



#### Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.



#### Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



#### Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.



#### Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

## OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Snake Charmer
- 4  Cerenovus
- 5  Mezepheles
- 6  Scarlet Woman
- 7  Lunatic
- 8  Godfather
- 9  Huntsman
- 10  Damsel
- 11  Fortune Teller
- 12  Flowergirl
- 13  Balloonist
- 14  Bounty Hunter
- 15  Chambermaid
- 16  Leviathan
- 17  Dawn

## PLAYER COUNT

| 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   |

# First Night

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|----|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 2  |    | <b>Minion Info</b><br>  If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.                                                                                                                                                                                                                                                                                                                                                         |
| 3  |    | <b>Demon Info</b><br>  If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.                                                                                                                                                                                                                                                                                                                                              |
| 4  |    | <b>Lunatic</b><br>  If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers. |
| 5  |    | <b>Poisoner</b><br>  The Poisoner points to a player. That player is poisoned.                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| 6  |    | <b>Snake Charmer</b><br>  The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.                                                                                                                                                                                                                                                                                            |
| 7  |    | <b>Godfather</b><br>  Show each of the Outsider tokens in play.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 8  |    | <b>Cerenovus</b><br>  The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.                                                                                                                                                                                                                                            |
| 9  |   | <b>Mezephheles</b><br>  Show the Mezephheles their secret word.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 10 |  | <b>Huntsman</b><br>  The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.                                                                                                                                                                                                                                                                                                                                                              |
| 11 |  | <b>Damsel</b><br>  Wake all the Minions, show them the 'This character selected you' card and the Damsel token.                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 12 |  | <b>Investigator</b><br>  Show the character token of a Minion in play. Point to two players, one of which is that character.                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 13 |  | <b>Fortune Teller</b><br>  The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.                                                                                                                                                                                                                                                                                                                                                                                           |
| 14 |  | <b>Noble</b><br>  Point to 3 players including one evil player, in no particular order.                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| 15 |  | <b>Balloonist</b><br>  Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.                                                                                                                                                                                                                                                                                                                                                                                        |
| 16 |  | <b>Bounty Hunter</b><br>  Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.                                                                                                                                                                                                                                                                                                                                                                                                       |
| 17 |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                                                                                                                                                                                                                                                                                                                     |
| 18 |  | <b>Leviathan</b><br>  Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| 19 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |

# Other Nights

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|    |                                                                                     |                                                                                                                                                                                                                                                                                                             |
|----|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  |    | <b>Dusk</b><br>  Start the Night Phase.                                                                                                                                                                                                                                                                     |
| 2  |    | <b>Poisoner</b><br>  The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.                                                                                                                                                                        |
| 3  |    | <b>Snake Charmer</b><br>  The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.                                                 |
| 4  |    | <b>Cerenovus</b><br>  The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed. |
| 5  |    | <b>Mezepheles</b><br>  Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.                                                                                                                                                     |
| 6  |    | <b>Scarlet Woman</b><br>  If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.                                                                                                                                                                                       |
| 7  |    | <b>Lunatic</b><br>  Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.                                                       |
| 8  |    | <b>Godfather</b><br>  If an Outsider died today: The Godfather points to a player. That player dies.                                                                                                                                                                                                        |
| 9  |    | <b>Huntsman</b><br>  The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.                                                                                                                   |
| 10 |   | <b>Damsel</b><br>  If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.                                                                                                                                                                                     |
| 11 |  | <b>Fortune Teller</b><br>  The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.                                                                                                                                            |
| 12 |  | <b>Flowergirl</b><br>  Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).                                                                                                                                                   |
| 13 |  | <b>Balloonist</b><br>  Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.                                                   |
| 14 |  | <b>Bounty Hunter</b><br>  If the known evil player has died, point to another evil player.                                                                                                                                                                                                                  |
| 15 |  | <b>Chambermaid</b><br>  The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.                                                                                                                                          |
| 16 |  | <b>Leviathan</b><br>  Change the Leviathan Day reminder for the next day.                                                                                                                                                                                                                                   |
| 17 |  | <b>Dawn</b><br>  Wait for a few seconds. End the Night Phase.                                                                                                                                                                                                                                               |