Cross Talk v1.0.0 *by TPHG*

Sentinel · Spirit of Ivory

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



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



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



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



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



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 & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



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



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



Tinker
You might die at any time.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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

MINION



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lunatic
6. Snake Charmer
7. Mezepheles
8. Pixie
9. Huntsman
10. Damsel
11. Amnesiac
12. Librarian
13. Investigator
14. Dreamer
15. Balloonist
16. General
17. Dawn

FABLED, JINXES & LORIC

FABLED

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

Spirit of Ivory
There can't be more than 1 extra evil player.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Snake Charmer
4. Mezepheles
5. Lunatic
6. Huntsman
7. Damsel
8. Amnesiac
9. Tinker
10. Dreamer
11. Balloonist
12. General
13. 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 D
Dusk
Start the Night Phase.

2 M
Minion Info
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 D
Demon Info
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 
Poppy Grower
Do not inform the Demon/Minions who each other are

5 
Lunatic
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.

6 
Snake Charmer
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 
Mezepheles
Show the Mezepheles their secret word.

8 
Pixie
Show the Pixie 1 in-play Townsfolk character token.

9 
Huntsman
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 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11 
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

13 
Investigator
Show the character token of a Minion in play. Point to two players, one of which is that character.

14 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

15 
Balloonist
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 
General
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Poppy Grower
   If the Poppy Grower has died, show the Minions/Demon who each other are.
3. 
   Snake Charmer
   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. 
   Mezepheles
   Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
5. 
   Lunatic
   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.
6. 
   Huntsman
   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.
7. 
   Damsel
   If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
8. 
   Amnesiac
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9. 
   Tinker
   The Tinker might die.
10. 
    Dreamer
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11. 
    Balloonist
    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.
12. 
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.