

# TENTACLE REACH by Red Mist

## Townfolk



### Grandmother

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



### Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise.  
If equidistant, this info is arbitrary.



### Bounty Hunter

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



### Pixie

You start knowing 1 in-play Townfolk.  
If you were mad that you were this character, you gain their ability when they die.



### Sailor

Each night, choose an alive player: either you or they are drunk until dusk.  
You can't die.



### Balloonist

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



### Chambermaid

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



### 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.



### Oracle

Each night\*, you learn how many dead players are evil.



### Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Cannibal

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



### Amnesiac

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

Fabled

### A Lil' Justice



If the player holding Lil' Monsta is protected by the DA tonight, tomorrow night if the player holding Lil' Monsta is DA selected again the protection fails.

### Spirit of Ivory



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

## Outsiders



### Drunk

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



### Recluse

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



### 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.

## Minions



### Mezepheles

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



### Godfather

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



### Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



### Witch

Each night, choose a player: if they nominate tomorrow, they die.  
If just 3 players live, you lose this ability.

## Demons



### Pukka

Each night, choose a player: they are poisoned.  
The previously poisoned player dies then becomes healthy.



### Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night\*, a player might die. [+1 Minion]



### No Dashii

Each night\*, choose a player: they die. Your 2 Townfolk neighbors are poisoned.



### Lleech

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned.  
You die if & only if they are dead.

\* not the first night



# TENTACLE REACH

by Red Mist

# NIGHT ONE

 Dusk	
 Bone Collector	Tell them Evil or Good.
 Barista	Tell them Evil or Good. Remove Tokens. Put down a new barista token. Wake the target "Barista Chose You" 1 - Sober and Healthy / 2 - Act Twice
 Bureaucrat	Tell them Evil or Good. They point at any player. Mark the chosen player with the 3 VOTES reminder.
 Thief	Tell them Evil or Good. They point at any player. Mark the chosen player with the NEGATIVE VOTES reminder.
 Minion info	- Wake all Minions so they know each other - Point to the Demon
 Demon info	- Point to the Minions - Show 3 Out of play Bluffs
 Sailor	They point at any player. Put the Sailor to sleep. Either the Sailor or this chosen player becomes drunk - mark them with the DRUNK reminder.
 Lil' Monsta	Wake all minions, they vote who is the demon. If they are unable to decide ST chooses. Give them the Lil'Monsta token to hide.
 Lleech	wake the Lleech. They point at any player. That player is poisoned—mark them with the POISONED reminder. Put the Lleech to sleep.
 Godfather	During the first night, wake the Godfather. Show them the character tokens of all Outsiders in play. Put the Godfather to sleep.
 Devil's Advocate	During the first night, wake the Godfather. Show them the character tokens of all Outsiders in play. Put the Godfather to sleep.
 Witch	Each night, wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder.
 Mezephales	During the first night, wake the Mezephales, show the written word, then put them to sleep.
 Pukka	Each night, wake the Pukka. They point at any player. Put the Pukka to sleep. The chosen player is poisoned - mark them with a POISONED reminder.
 Pixie	Mark a Townsfolk character token with the Pixie's MAD reminder. Wake the Pixie. Show the Pixie this Townsfolk character token. Put the Pixie to sleep.
 Amnesiac	While setting up the game, decide what ability the Amnesiac player has. During the game, treat that player as if they had that ability, waking them when needed.
 Fortune Teller	Place the RED HERRING Token on a good player. Wake the Fortune Teller who points at 2 players. Nod if the Demon or Red Herring was chosen, or shake your head no.
 Grandmother	Mark any good character with the GRANDCHILD reminder. Show them this character token then point at the Grandchild player, then put the Grandmother to sleep.
 Seamstress	They either shake their head no or point at any two players except themselves. Nod or Shake your head if they have or not the same alignment. Mark with NO ABILITY token.
 Balloonist	Place the Balloonist reminder Token on one player, then wake the Balloonist and point at the player with the reminder token.
 Shugenja	During the first night, wake the Shugenja and point in the direction to the nearest evil player. If equidistant, ST chooses the direction.
 Bounty Hunter	During setup, mark one Townsfolk as Evil. Wake up the Bounty Hunter and point at an evil player. Mark this player with the Bounty hunter KNOWS reminder token.
 Chambermaid	Wake the Chambermaid. They point at any two alive players except themselves. Show them the number of those who woke. Put the Chambermaid to sleep.
 Dawn	

 Dusk	The Bone Collector either says no or points at any dead player - the chosen player regains their ability. Place HAS ABILITY on player. NO ABILITY on Bone Collector. Remove Tokens. Put down a new barista token. Wake the target "Barista Chose You" 1 - Sober and Healthy / 2 - Act Twice
 Bone Collector	
 Barista	They point at any player. Mark the chosen player with the 3 VOTES reminder.
 Bureaucrat	They point at any player. Mark the chosen player with the NEGATIVE VOTES reminder.
 Thief	They point at any player. Mark the chosen player with the
 Sailor	They point at any player. Put the Sailor to sleep. Either the Sailor or this chosen player becomes drunk - mark them with the DRUNK reminder.
 Monk	They point at any player. Put the Sailor to sleep. Mark the chosen player with the SAFE reminder.
 Devil's Advocate	Each night, wake the Devil's Advocate. They point at any player. Put the Devil's Advocate to sleep. Mark the chosen player with the SURVIVES EXECUTION reminder.
 Witch	Each night, wake the Witch. They point at any player. Put the Witch to sleep. Mark the chosen player with the CURSED reminder.
 Mezephales	Each night, if a player is marked with the TURNS EVIL reminder, wake them. Tell them they are evil. NO ABILITY token on the Mezephales.
 Pukka	The player marked POISONED dies - mark them with a DEAD reminder. Wake the Pukka to point at any player - mark the chosen with a POISONED reminder.
 No Dashi!!	Each night except the first, wake the No Dashi!! They point at any player. That player dies - mark them with the DEAD reminder. Put the No Dashi!! to sleep.
 Lleech	Wake the Lleech. They point at any player. That player dies - mark them with the DEAD reminder. Put the Lleech to sleep.
 Lil' Monsta	Wake all minions, vote who is the demon. If they are unable to decide ST chooses. Give them the Lil'Monsta token to hide. A player might die - mark with the DEAD reminder.
 Godfather	If an Outsider dies during the day, That night, wake the Godfather. They point at any player - mark the target with the DEAD reminder.
 Amnesiac	Continue to treat that player as if they had the hidden ability, waking them when needed.
 Grandmother	If the Demon kills the Grandchild, the Grandmother dies - mark them with the DEAD reminder.
 Fortune Teller	Wake the Fortune Teller who points at 2 players. Nod if the Demon or Red Herring was chosen, or shake your head no.
 Oracle	Each night except the first, wake the Oracle. Show fingers (0, 1, 2, etc.) equaling the number of dead evil players. Then, put the Oracle to sleep.
 Seamstress	They either shake their head no or point at any two players except themselves. Nod or Shake your head if they have or not the same alignment. Mark with NO ABILITY token.
 Balloonist	Place the Balloonist reminder token on a different player that has a different type to the last. Wake the Balloonist and point at the player with the reminder token.
 Bounty Hunter	If the player with the KNOWS token died, Wake up the Bounty Hunter and point at an alive evil player. Mark this player with the KNOWS reminder token.
 Chambermaid	Wake the Chambermaid. They point at any two alive players except themselves. Show them the number of those who woke. Put the Chambermaid to sleep.
 Dawn	
 A Lil' Justice	If the player holding Lil' Monsta is protected by the DA tonight, tomorrow night if the player holding Lil' Monsta is DA selected again the protection fails.
 Spirit of Ivory	There can't be more than 1 extra evil player.

# OTHER NIGHTS

Fortune Teller



Monk



Chambermaid



Grandmother



Sailor



Oracle



Seamstress



Amnesiac



Balloonist



Bounty Hunter



Cannibal



Pixie



Shugenja



# TENTACLE REACH by Red Mist

Trouble Brewing  
4 (3)

Bad Moon Rising  
6 (8)

Sects and Violets  
4 (5)

Experimental  
11 (15)

Drunk



Recluse



Golem



Plague Doctor



Devil's Advocate



Godfather



Witch



Mezepheles



Pukka



No Dashii



Lil' Monsta



Lleech

