

Alone in the Woods

By Uncleeurope and MiX

Townsfolk:



Sympathizer - A Minion starts not knowing the other evil players. They may publicly announce that they are Defecting, if they do, you switch alignments with them tonight, become a minion of your choice, and they are poisoned.



Nerd - During your first day, you may tell the Storyteller a letter in private and learn how many in play characters have that letter in their name.



Psychic - Each night*, you learn the total number of living evil players.



Hipster - Each night*, you learn the number of players that woke tonight due to their ability.



Token - If an evil player killed you at night and you are dead, you are woken and learn 4 players that have the most possible character types represented.



Jock - Each night*, you learn who the demon chose to kill, you may choose to protect one of them, if you do, you die.



Loner - Once per game, at night*, you may choose a player: they die and you become an Outsider.



Multitasker - You start with 2 unknown townsfolk abilities that the storyteller controls and learn what actions they take. Each night you may choose a townsfolk and learn if you have their ability.



Cheerleader - Each night*, choose a player (not yourself): all players that target them tonight are drunk until dawn.



Stoner - Each night*, choose a player: they are poisoned until dawn. If you choose the demon, you are poisoned after dawn.



Teacher - Your nearest Townsfolk Neighbors can not be poisoned or made drunk by other players.



The Final Girl - If you would be killed at night, you are woken and one of your living neighbors dies instead.



Counselor - Once per game at night*, you may choose a player: they become the next available character beneath their current one on the character sheet, if one exists.

Outsiders:



Emo - Whenever one of your closest living neighbors dies, the other is drunk if they are good.



Cop - Each night, if there is a living Minion, someone is drunk until dusk. Each night*, learn a player: if all Minions are dead, learn a good player instead.



Radio Broadcaster - The Demon starts knowing their Minion's characters. If you die, the Demon learns their closest good neighbor's characters.



Little Brother - You start knowing a player, if they are executed, you lose.

Minions:



Ghost - Each night*, if you are dead, you may choose a player: if they are good, they are poisoned until dusk.



Scarecrow - Outsiders that are mad about being an Outsider might be executed. [+1 Outsider]



Zombie - Each night*, you may poison yourself. Whenever a player would die at night, they are poisoned and live until dusk, then you kill them.



Puppet Master - Each night*, you may choose a player and a non-Demon character: they become the chosen character and are poisoned. If you lose this ability, undo all your actions.

Demons:



Blob - Each night*, choose a player: they die. Each night*, you may choose a living player to become evil. If a chosen player dies, you die. If all living players are evil, you win. [+1 Outsider]



Mummy - Each Night*, choose a player: they die. Each Night, choose a player (not yourself), they are poisoned until dusk and learn that for tomorrow, if they are mad about a Mummy being in play, or they are executed, they might turn evil the next night.



Killer Clown - Each night*, you may choose two players: they die. If you choose an Outsider, you are poisoned the next night. [+1 Outsider]



Frankenstein's Monster - Each night*, choose a player: they die. Evils do not know each other. Demons start knowing only 2 out of play roles. [-1 Outsider +1 Bride Demon with same ability]



First Night Order

Minion Info -> Demon Info

[Radio Broadcaster]

Little Brother

Cop Drunk

Mummy Ensorcel

Multitasker Guess

Other Night Order

Sympathizer Conversion

Mummy Conversion

Zombie Kill

Cop Drunk

Cheerleader

Stoner

Ghost

Counselor

Puppet Master

Zombie

Blob

Mummy

Killer Clown

Frankenstein's Monster

Bride

Jock

Token

Loner

Cop Investigation

Psychic

Hipster

Multitasker Guess

FAQ/Hidden Rules

Sympathizer only affects the game if it starts the game in play, whether by the character being in play or someone being the Multitasker with its ability. There can never be more functioning Sympathizer abilities than starting minions.

Jock's ability goes immediately after the demon, which means they go before Final Girl and Zombie