

# Violence by Kaden

Zenomancer  Gardener +2 

## TOWNSFOLK



### Knight

You start knowing 2 players that are not the Demon.



### Huntsman

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



### Slayer

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



### Soldier

You are safe from the Demon.



### Cannibal

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



### Tea Lady

If both your alive neighbors are good, they can't die.



### Pacifist

Executed good players might not die.



### General

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



### Undertaker

Each night\*, you learn which character died by execution today.



### Lycanthrope

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

## OUTSIDERS



### Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Zealot

If there are 5 or more players alive, you must vote for every nomination.



### Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



### Damsel

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

## MINIONS



### Poisoner

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



### Assassin

Once per game, at night\*, choose a player: they die, even if for some reason they could not.



### Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



### Boondandy

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

## DEMONS



### Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



### Po

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



### Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



### Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

**Djinn**

Use the Djinn's special rule. All players know what it is.



If the Cannibal gains the Zealot ability, the Cannibal learns this.

**Spirit of Ivory**

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

**Zenomancer**

One or more players each have a goal. When achieved, that player learns a piece of true info.

**Gardener**

The Storyteller assigns 1 or more players' characters.

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

**Dusk**

Start the Night Phase.

**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.

**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.

**Sailor**

The Sailor chooses a living player. ●

**Poisoner**

The Poisoner 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.

**Grandmother**

Point to the grandchild player & show their character token.

**Knight**

Point to the two non-Demon players marked **KNOW**.

**Bounty Hunter**

Point to the **KNOWN** player.

**Ogre**

The Ogre points to a player. ●

**General**

Give a thumb signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Sailor**

The Sailor chooses a living player. ●

**Poisoner**

The Poisoner chooses a player. ●

**Lycanthrope**

The Lycanthrope chooses a player. ●

**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.

**Zombuul**

If no one died today, the Zombuul chooses a player. ●

**Shabaloth**

A previously chosen player might be resurrected. ● The Shabaloth chooses 2 players. ● ●

**Po**

The Po may choose a player OR chooses 3 players if they chose no-one last night. ● or ● ● ●

**Assassin**

The Assassin might choose 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.

**Grandmother**

If the grandchild was killed by the Demon, the Grandmother dies too. ●

**Undertaker**

If a player was executed today, show their character token.

**Bounty Hunter**

If the **KNOWN** player died today or tonight, point to a new **KNOWN** player.

**General**

Give a thumb signal.

**Dawn**

Wait for a few seconds. End the Night Phase.