

# Make it Quick



## TOWNSFOLK

### Bounty Hunter



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



### Balloonist

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



### King

Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Lycanthrope

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



### Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Huntsman

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



### Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



### Slayer

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



### Amnesiac

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



### Sage

If the Demon kills you, you learn that it is 1 of 2 players.



### Choirboy

If the Demon kills the King, you learn which player is the Demon. [+the King]



### Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

## OUTSIDERS



### Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Zealot

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



### Saint

If you die by execution, your team loses.

### Damsel

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

## MINIONS



### Psychopath

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



### Assassin

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



### Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



### 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



### Shabaloth

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



### Po

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



### Lord of Typhon

Each night\*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



### Leviathan

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

**Djinn**

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



If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.



Each night\*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.



Each night\*, the Leviathan chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

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.

**Lord of Typhon**

Replace neighbors of the Lord of Typhon with Minions, wake them, tell them their new alignment and character, then do minion info.

**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.

**King**

Wake the Demon. Show the **THIS PLAYER IS** token and the King token, then point to the King.

**Evil Twin**

Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.

**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.

**Amnesiac**

Run the Amnesiac's ability, if applicable.

**Balloonist**

Show any player. ●

**Bounty Hunter**

Point to the **KNOWN** player.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Declare that "The Leviathan is in play." Mark the Leviathan with the **DAY 1** reminder. ●

**Dusk**

Start the Night Phase.

**Gambler**

The Gambler chooses a player & a character. ●

**Lycanthrope**

The Lycanthrope 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 ● ● ●

**Lord of Typhon**

The Lord of Typhon chooses a player. ●

**Assassin**

The Assassin might choose a player. ● ●

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Banshee**

If the Banshee was killed by the Demon tonight, announce to all players that the Banshee has died. ●

**Choirboy**

If the Demon killed the King, point to the Demon 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.

**Amnesiac**

Run the Amnesiac's ability, if applicable.

**Balloonist**

Show a player with a different character type to previously. ●

**King**

If the dead equal or outnumber the living, show the character token of an alive player.

**Bounty Hunter**

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

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Optionally, declare that "The Leviathan is in play." Replace the reminder token. ●