

Whoever Said People Can't Change?

by Kaden



TOWNSFOLK



Steward

You start knowing 1 good player.



Grandmother

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



Pixie

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



Bounty Hunter

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



Snake Charmer

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



Cult Leader

Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.

OUTSIDERS



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Ogre

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

MINIONS



Mezepheles

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



Pit-Hag

Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

DEMONS



Lil' Monsta

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



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Farmer

When you die at night, an alive good player becomes a Farmer.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Hatter

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

**Djinn**

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



If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.



If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.



If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.



If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.



If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.



If the Demon has the Cult Leader ability, they can't turn good due to this ability.



If the Demon has the Goon ability, they can't turn good due to this ability.



The Demon cannot have the Ogre ability.



If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.



If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.



If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.



If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

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.

**Kazali**

Wake the Kazali, allow them to choose Minions.

**Boffin**

Wake the Boffin and the Demon. Show the not-in-play good character token. Put the Boffin and the Demon to sleep.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ●

**Poppy Grower**

Do not do the Minion Info and Demon Info steps. Wake the Demon, show the **THESE CHARACTERS ARE NOT IN PLAY** info token and any three good character tokens that are not in play.

**Magician**

Include the Magician in the Minion and Demon Info steps.

**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.

**Engineer**

The Engineer might choose Minions or Demons. ● If they do: Put the Engineer to sleep. Wake a target, show them the **YOU ARE** token and their new character token, then put that target to sleep. Repeat for all players that changed characters.

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. ●

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ●

**Mezepheles**

Show the written word.

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Grandmother**

Point to the grandchild player & show their character token.

**Steward**

Point to the good player marked **KNOW**.

**Bounty Hunter**

Point to the **KNOWN** player.

**Cult Leader**

The Cult Leader might change alignment. If so, show the **YOU ARE** info token and a thumbs up or down for their new alignment.

**Ogre**

The Ogre points to a player. ●

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Philosopher**

The Philosopher might choose a character. If necessary, swap their character token. ●

**Poppy Grower**

If the Poppy Grower died today or tonight, wake the Minions, show the **THIS IS THE DEMON** info token and point to the Demon. Put them to sleep. Wake the Demon, show the **THESE ARE YOUR MINIONS** info token and point to the Minions. Put the Demon to sleep.

**Engineer**

The Engineer might choose Minions or Demons. ● If they do: Put the Engineer to sleep. Wake a target, show them the **YOU ARE** token and their new character token, then put that target to sleep. Repeat for all players that changed characters.

**Snake Charmer**

The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ●

**Pit-Hag**

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the **YOU ARE** token & their new character token.

**Mezepheles**

If a player is marked with the **TURNS EVIL** reminder, wake them. Show the **YOU ARE** info token and a thumbs down. The Mezepheles loses their ability. ●

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**Vortox**

The Vortox chooses a player. ●

**Ojo**

The Ojo chooses a character. ●

**Lil' Monsta**

Wake all Minions, allow them to choose a babysitter. ● A player might die. ●

**Kazali**

The Kazali chooses a player. ●

**Hatter**

If the Hatter died today or tonight, wake Minions and Demons, allow them to choose new characters.

**Barber**

If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.

**Professor**

The Professor might choose a dead player. ● ●

**Farmer**

If the Farmer died tonight, wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token. Replace their previous token with the Farmer token.

**Grandmother**

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

**Bounty Hunter**

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

**Cult Leader**

The Cult Leader might change alignment. If so, show the **YOU ARE** info token and a thumbs up or down for their new alignment.

**Dawn**

Wait for a few seconds. End the Night Phase.